Dungeons & Dragons®

Draconomicon™
Chromatic Dragons

ROLEPLAYING GAME SUPPLEMENT

Bruce R. Cordell • Ari Marmell • Robert J. Schwalb

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Bruce R. Cordell • Logan Bonner • Ari Marmell • Robert J. Schwalb

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CHAPTER 1

Dragon Lore

Come not between the dragon and his wrath.
–William Shakespeare

More ink has been spilled on describing dragons than on nearly any other creature. These ancient, noble, yet savage beasts are a favorite subject of guidebooks, bards' tales, and ancient tomes and scrolls. Draconic knowledge is gained at risk of life and limb; dragons are rapacious, jealous of their secrets, and often hungry.

Experts describe dragons as the first sentient race to appear in the world, with life spans stretching into millennia. With such a wealth of experience, dragons embody history. The oldest dragons are repositories of vast knowledge and of the deepest ancient secrets. Dragons are more than just a challenge for knights seeking hoards or glory: dragons are sages, oracles, and even prophets.

Dragons' majesty has clothed them in myth. The appearance of a dragon can portend good or ill fortune. Pragmatic sages attempt to classify dragons as merely large lizards that have wings and warm breath, but these efforts fail in the true light of the wonder, magic, and fantastic abilities of dragons.

Dragons are, by their nature, epic forces.

This chapter covers the following topics:

- **Origins:** The beginnings and history of chromatic dragons.
- **Physiology:** A detailed study of chromatic dragons' anatomy.
- **Life Cycle:** The life of a dragon from egg to ancient.
- **Outlook and Psychology:** How chromatic dragons see the world.
- **Society:** A description of dragon social structure.
- **Language:** Draconic language and script.
- **Religion:** Dragons' favored deities.
- **Chromatic Dragons in Detail:** An overview of the five most common chromatic dragons—black, blue, green, red, and white—as well as the lesser-known brown, gray, and purple dragons.

STEVE PRESCOTT

Only the most arrogant enthusiast might claim certain knowledge of dragons' origins, and such a claim should be taken with a grain of salt. Legends and the knowledge that sages do have, however, stretch back for centuries and hint at what might have been. Sometimes new stories come to light, prompting reassessments of the existing body of knowledge and speculation regarding dragon inception.

First Dragons

The five major dragon families (chromatic, catastrophic, metallic, scourge, and planar; see the *Monster Manual* for details) share a common origin. Most accounts begin with mention of the deity Io.

Io, as legend has it, created dragons in his own shape but without a divine spark, so that dragons might frolic and exult in the new world formed by the primordials. To Io, dragons were the epitome of mortal form. Though they lived in the world, the power of the Elemental Chaos flowed in their veins and spewed from their mouths in gouts of flame or waves of paralyzing cold. They also developed keen minds and lofty spirits that linked them, as with all sentient mortal beings, to the Astral Sea.

The Sundering

During the wars between the primordials and the gods that followed the world's creation, the primordial known as the King of Terror attacked and slew Io and the dragons defending Io. According to one account, the dragon deities Tiamat and Bahamut rose from the two halves of Io's corpse. Another legend claims that Tiamat and Bahamut were among Io's eldest creations and received their father's divine spark upon his death.

Io's remaining children found their position less secure than they had believed it to be. Forced to adapt to a changing world, they chose diverse philosophies and lifestyles to reflect their individual natures.

A number of surviving dragons chose to follow Bahamut, called the Platinum Dragon, and they became the first metallic dragons. Over the ages, as Bahamut upheld justice, opposed evil, and liberated the oppressed, creatures other than dragons came to honor him as the deity of justice, protection, nobility, and honor. In the fullness of time, he has become better known for those attributes than for his association with metallic dragons. Today, all metallic dragons revere Bahamut as their originator, but not all of them worship him.

FRANCIS TSAI

Other dragons that survived Io's death embraced their physical link to the Elemental Chaos, allowing the power within them to manifest externally. They became disasters incarnate, taking the forms of fantastic catastrophes that shook the world and that continue to wreak havoc millennia later. When a mountain explodes, a catastrophic dragon might erupt from it along with sprays of molten rock. When a cyclone or a hurricane rages, a catastrophic dragon might lurk at the eye of the storm, reveling in the destruction. Catastrophic dragons care little for wealth or power. They seek to make their marks on the world, literally, and to have others fear and propitiate them.

The order of scourge dragons also arose from among the survivors of Io's death. Similar to the way catastrophic dragons embraced their link to the Elemental Chaos, scourge dragons (also called linnorms) celebrated their connection to brute reality. They learned to visit afflictions upon living creatures. Almost universally evil, scourge dragons enjoy the raw physicality of melee combat.

The remainder of Io's surviving dragon children threw in their lot with Tiamat, whose hatred of the world that killed her father colored her every deed and attracted dragons given to rapacity and suspicion: the chromatics. Chromatic dragons have become the best-known dragon family thanks to their often-antagonistic relationship with humanoids. Like Bahamut, Tiamat matured into a deity appealing to more than just her dragon kin. Today, as the evil deity of wealth, greed, and envy, she urges her followers to take vengeance for every slight. Most chromatic dragons follow this dictate.

Planar dragons are categorized as the fifth family of dragons, but planar dragons did not appear until long after the other dragon classes matured in the aftermath of Io's dissolution. Dragons that emigrated to offworld planes were affected by their environment, sometimes radically. Chromatic dragons seem most susceptible, and later generations of these planar dragons bear only slight resemblances to their worldly kin.

PHYSIOLOGY

As any would-be dragonslayer should know, dragons—also called wyrms—are far more than merely giant beasts or winged lizards. Chromatic dragons' abilities set them at the top of the food chain and make them the most potent hunters of the natural world.

Dragon Traits

What, exactly, makes a dragon? Other magical, reptilian beasts have great power. A few creatures, such as drakes and wyverns, share certain characteristics with dragons. What sets dragons apart from them?

All true dragons have distinct age categories and grow in power and strength as they progress through those categories. Every chromatic dragon has both a *breath weapon* and an array of supernatural abilities, including an aura that induces overwhelming fear. All chromatic dragons also have the same basic body structure.

External Anatomy

Covered in scales, possessed of four legs and a long, writhing tail, a dragon appears to be a giant reptile at first glance. Nevertheless, dragons are a classification unto themselves, with characteristics of predatory mammals as well as reptiles. In fact, a dragon's external anatomy—with four legs directly beneath the body rather than splayed to the sides—is more mammalian than reptilian.

Sense Organs

At the center of a dragon's eye is a thin, vertical pupil, like that of a cat. Whereas a cat's pupil expands to admit more light in dark areas, however, the expansion of a dragon's pupil allows primal energy flowing in the creature's bloodstream to emanate from the pupil (see "Internal Anatomy"). This minute seepage of magic grants a dragon its darkvision.

Chromatic dragons do not have external ears. As with snakes, an internal mechanism detects sounds. From the outside, the only evidence of this mechanism is a tiny hole between the scales. Some dragons have frills or fringes of scales along their heads; in such cases, one such set of scales might surround the auditory canal, focusing sound inward in a manner similar to that of a mammal's external ear. These scales are not, however, a necessary part of the design.

Due to their scales and thick hides, chromatic dragons have a poor tactile sense. Hence, a dragon can be comfortable sleeping on a jagged pile of treasure, as long as the pile vaguely conforms to the dragon's shape. Dragons are, however, sensitive to pain. Anything capable of penetrating their hide and scales receives their full attention.

A chromatic dragon's sense of smell is split between its nostrils and its tongue. The nasal aperture can detect odors from a great distance, but that aperture is less capable than the tongue of differentiating an odor's components. When a dragon draws near the source of an interesting scent, its flickering tongue identifies and pinpoints various odors, much as a snake's tongue does.

The tongue is also a dragon's organ of taste. Dragons can detect nuances of flavor better than humanoids can. For example, a dragon could

describe every ingredient of a stew after ingesting a single large mouthful.

Jaws and Teeth

As with a crocodile, the muscles that close a dragon's jaw are more powerful than the ones that open it—yet only the mightiest foe could hope to hold a dragon's jaw shut if a dragon wants to open it. The teeth, also resembling those of a crocodile, include fangs for tearing and puncturing, incisors for severing flesh from bone, and a series of molars for gripping and grinding.

The jaw can also unhinge, stretching a dragon's maw to massive proportions similar to the way a snake's jaws unhinge. Dragons rarely display this ability, because they use it only to bite larger foes or to swallow prey too tough to be torn into smaller bits. The throat can stretch wide enough to accommodate anything the unhinged jaws can encompass, though swallowing something so large that a dragon must unhinge its jaw is a painful experience.

A dragon's teeth and fangs consist of a hard substance more closely related to the substance of a dragon's bones (see "Skeletal System") than to the enamel and dentin that comprise the teeth of most creatures. Similarly, the interior of the tooth resembles marrow more than it does pulp.

A dragon grows a new set of teeth each time it increases in size. Between these periods, if a dragon loses a tooth, it has to do without unless it has a means of healing magically.

Spines, Claws, and Horns

All dragons have some combination of protrusions in the form of spines, claws, horns, or all three. These protrusions are made of a substance similar to that of dragons' teeth. They are not keratinous, as are the horns of most horned animals, nor have they the same composition as dragon bones, though they're close.

Spines are anchored in muscle, connected to the skeleton by a series of ligaments. Claws and horns connect directly to the skeleton. Horns and spines grow as a dragon grows. Its claws, like its teeth, fall out and regrow when a dragon increases its size.

A dragon's feet have both reptilian and avian characteristics. A foot normally has three forward-facing claws plus a single claw near the rear of the foot, though a significant minority of chromatic dragons has four forward-facing claws. The rear claw normally faces backward when a dragon is walking or running, but it can twist forward to serve as something akin to an opposable thumb. Although the rear claw is not fully prehensile or as dexterous as a human hand, it does allow a dragon to grip objects and even to use tools or writing styluses if they're properly sized and designed for draconic use.

Scales

The texture of a dragon's hide depends, in part, on a dragon's variety. For instance, a typical black dragon's outer layer of scales feels rough and leathery, like that of an alligator, whereas a green dragon's scales generally feel smoother, like hardened snakeskin. These tendencies are not absolute. For example, the hides of black dragons from different bloodlines might have markedly different textures.

In any case, individual scales are more or less the same. The way they fit together determines the skin's texture. Larger scales, such as those that cover the head, neck, and back, connect to the skin at one end and overlap neighboring scales at the other. This arrangement creates a layer that resembles scale armor or shingles on a roof. Smaller scales, such as those that cover a dragon's underside, rest side by side rather than overlapping.

Dragon scales are slightly more flexible than steel and substantially stronger, making them perfect armor. Unfortunately for those who desire to make armor from dragon scales, harvesting scales is difficult, and armor constructed from such scales lasts only a few weeks after it is taken from a living dragon. Everyone knows stories of unique sets of magic armor made of dragon scales, but it might be impossible to construct a mundane armor from harvested scales without a long-lost creation ritual.

A dragon never sheds its skin, since its scales grow slowly throughout the course of its life. It occasionally loses individual scales through injury or illness or as a result of natural molting. These patches remain bare for a few months at most, before replacement scales grow large enough to fill the gap.

Wings

A chromatic dragon's wings are simple in structure. Each consists of a membrane of thin hide stretched across a structure of lightweight bones, like a bat's wing.

Each wing is large enough that nothing short of numerous large tears can threaten a membrane's integrity. As a result, it's difficult to injure a dragon so severely that it cannot fly. Such tears heal relatively quickly.

Internal Anatomy

Many details that differentiate dragons from other creatures are internal. Although a dragon's scales and flesh somewhat resemble those of reptiles, a different story unfolds underneath.

In the following sections, numbers in parentheses refer to the indicated locations on the accompanying illustrations.

VINOD RAMS

Major Organs

Brain (1): A dragon's brain is large both in absolute terms and as a proportion of body mass. A significant part of the brain is dedicated to memory and reasoning, and other parts control two functions unique to dragons: the mystical power of the eyes and the channeling of learned behaviors into the instinctive, "reptilian" brain.

Directly above the sensory centers of the cerebral cortex, a dragon has an extra growth—a miniature lobe—that has a direct synaptic connection to the optic nerves. Sages believe that this growth generates a dragon's *frightful presence*. Although not a true gaze attack, the effect emanates from the eyes, which might be why the legend arose that dragons have a hypnotic gaze. This miniature lobe draws mystical power from blood that flows through the brain. After a dragon expends that power, it must concentrate for a few moments to reinvigorate the lobe and thus ready the ability for another use.

The second major factor that sets a dragon's brain apart from those of other creatures is the connection of the learning and memory portions of the brain with the so-called reptilian brain, which is responsible for rage, the fight-or-flight mechanism, and other instinctive behaviors. Thick clusters of synapses form this connection, incorporating anything a dragon learns into its instinctive behavior. Learned techniques such as effective combat and hunting tactics become an innate part of the wyrm's automatic responses. Knowledge even passes to offspring. Young dragons inherit all their parents' instincts and reactive behavior, including those traits that the parents have developed from their own memories and experiences.

Larynx and Trachea (2 and 3): The larynx contains an array of vocal cords slightly more complex than a human's. Although most dragons prefer to speak in a narrow range of tones, a dragon can produce any sound from a dull rumble to a shriek so high-pitched that human ears can scarcely detect it. The trachea, as in most creatures, is the passage for a dragon's respiration.

Lungs (4): The lungs take up an enormous portion of a dragon's chest cavity, given that they must oxygenate the blood for such a massive creature. They more closely resemble avian lungs than those of reptiles or mammals. They extract oxygen on both inhalation and exhalation.

Heart (5): A dragon's heart is the source of its dragon's power. This huge, four-chambered organ pumps strongly enough to send blood flowing throughout the enormous beast. Legend has it that if a dragon's heart could be filled with granite, the strength of the heart's constriction would crush the stone to powder.

The heart also generates the elemental energy that grants chromatic dragons their *breath weapons*

and other powers. It is a dragon's most magical aspect. Without the mystical energy distributed by their hearts, dragons might be merely intelligent lizards. This energy suffuses the entire body through the blood. For parts of the body that require more focused power, the fundamentum (see below) is a more direct conduit.

A dragon's blood is somewhat thinner than human blood and is darker, appearing black in dim lighting. The blood's temperature depends on the variety of dragon. Red dragon blood gives off steam, white dragon blood is barely above freezing, and so forth.

Fundamentum (6): The fundamentum is an organ unique to dragons. Once thought to be the source of a dragon's *breath weapon*, the fundamentum is an enormous blood vessel, like an extremely large, complex artery. The fundamentum channels the energy-rich blood from the heart directly into the upper stomach of a dragon's gizzard.

When examined outside a dragon, the fundamentum looks something like a rubbery hose, with a muscular outer layer capable of pumping blood similar to the way the heart does. This outer layer allows the fundamentum to constrict and open rapidly from one end to the other, propelling a wash of blood into the upper stomach.

Gizzard (7): The gizzard of a chromatic dragon contains two hollows: a smaller "upper stomach" and the gizzard chamber. Elemental energy, transferred from the heart through the fundamentum, remains in the upper stomach until needed. This energy either aids in digestion—in which case it flows into the gizzard whenever food arrives from the esophagus—or it comprises a dragon's *breath weapon*.

BLOODIED BREATH

A dragon's *bloodied breath* ability derives from the fact that the *breath weapon* is fueled by the same energy that fuels the beast's digestive process. When a dragon is badly injured, its body releases a surge of adrenaline directly into the bloodstream, which in turn sends a rush of elemental energy coursing through the creature's organs.

To prepare for the incoming flux of power, a dragon's digestive tract purges the energy already held within. In essence, a dragon vomits *bloodied breath* from within its gizzard rather than from the upper stomach that usually stores the energy.

The gizzard takes a few moments to "refuel," since, during combat, nearly all the energy pumped from the heart goes to the *breath weapon*. Hence, *bloodied breath* recharges only after a short rest. A dragon must go a few minutes without using its *breath weapon* before the upper stomach once again begins feeding energy into the gizzard.

VINOD RAMS (2)

In truth, "breath weapon" is a misnomer, since the fire, poison, acid, or other substance discharges not from the lungs but from the upper stomach. The stream of energy is more accurately vomited than exhaled.

Traces of this energy might leak from a dragon's upper stomach into the esophagus, mouth, and nostrils, from which they might emerge as puffs of smoke or wisps of poison—another reason people believe the *breath weapon* is part of the respiratory system. This leaking energy also causes the damage dealt by most dragons' bite attacks.

After food reaches the gizzard, the hard plates inside the organ, similar in composition to the horns and teeth, grind it up. The upper stomach bathes the swallowed food in energy from its pool.

Muscular System

The musculature of a dragon somewhat resembles that of a great hunting cat from neck to rump and that of a constrictor serpent along the neck and tail. The area that defies comparison is the area at the wing-base and along the chest.

Wing and chest muscles are dense and larger than any other muscle group in the wyrm's anatomy. Despite their great power, however, they could not provide lift to such a massive beast without magical assistance. Sages postulate that the elemental energy coursing through a dragon's cardiovascular system contributes to the beast's ability to fly. According to this theory, magic in the wings grants a dragon strength beyond that provided by the muscles.

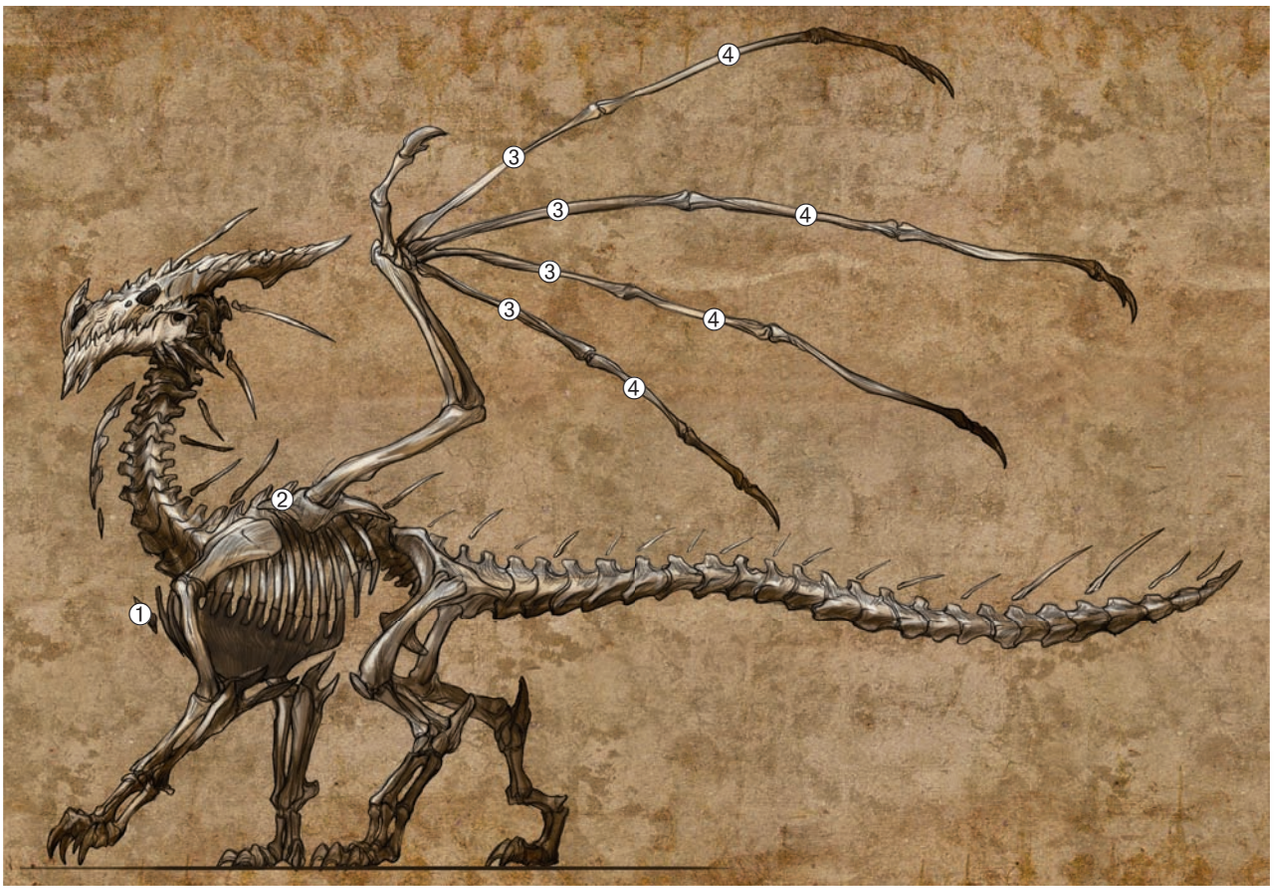
The alar pectoral (1) is the main flight muscle, used on the wing's downstroke. The alar latissimus dorsi (2) draws the wing up and back, and the alar deltoid (3) and alar cleidomastoid (4) draw them up and forward.

The muscles of the wings themselves serve primarily to control the wings' shape, aiding a dragon's aerial maneuverability. The alar tricep (5) and alar bicep (6) fold and unfold the wings, and the alar carpi ulnaris (7) and alar carpi radialus (8) allow the wings to wrap and twist.

In addition to being the strongest muscle group in a dragon's body, the pectoral muscles are also the most enduring. Enormous quantities of blood flow in and out of the muscles regularly, sweeping away—or even destroying, thanks to the blood's innate energy—toxins that cause fatigue. A dragon can fly for many minutes at full speed, for hours at a reasonable pace, and for days on end if it relies substantially on gliding and updrafts. Dragons maintain their average overland flight speeds by switching back and forth between true flight and periods of gliding.

Skeletal System

A dragon's skeletal system consists of more than five hundred separate bones. As with the muscular



system, the skeleton between a dragon's neck and rump—the bones of its legs and torso—somewhat resembles the skeleton of a great feline, although the neck and tail bones more closely resemble those of serpents. The bones in and around the wings, like the muscles thereof, defy comparison.

Dragon bone is strong. In fact, it is stronger than any known nonmagical material other than adamantine, in terms of the amount of pressure it can withstand. As with scales, when bone is removed from a dragon's body, it becomes relatively brittle. If a person were to consider dragon bone as a building material, good-quality stone or heavy wood would ultimately make better choices because of their comparable durability and wider availability.

Dragon bones are hollow like those of birds, making them remarkably light for their size and strength. The marrow within is yet another repository of the elemental energy that flows through the bloodstream.

The sternum (1) serves as an anchor for a dragon's flight muscles, and the scapula draconis (2) supports the wing. The metacarpis draconis (3) and alar phalanges (4) in each wing support the wing's flight surface.

Metabolism

People assume that dragons are cold-blooded due to their apparently reptilian nature. In truth, a dragon does not depend upon the environment for warmth, but rather maintains a consistent internal temperature. By broad definition, that makes dragons warm-blooded, but true warm-blooded creatures maintain their body temperature by increasing their metabolic rate when the environment grows cold and by slowing their metabolism and shedding heat—through sweating, panting, or similar methods—when the environment warms.

The elemental energy flowing through a dragon's bloodstream, on the other hand, maintains the wyrm's proper range of internal temperatures, regardless of external environment. Even dragons whose *breath weapons* have no intrinsic temperature requirements—such as *breath weapons* of poison or acid—use that energy to maintain internal heat. Naturally, dragons that have fire- or heat-based attacks maintain the highest body temperatures, and those that use cold or necrotic energy maintain low body temperatures.

A dragon can enter a long sleep similar to a state of hibernation. Such a sleep allows the creature to pass decades or even centuries without waking. Dragons might enter this sleep as a way of surviving periods of famine without having to find a new lair, grieving the loss of a loved one, or withdrawing from the world out of sheer ennui.

Diet

Because dragons make use of supernatural energy as part of their digestive process, they can consume and digest all sorts of food. They can also consume substances that wouldn't qualify as food to other living creatures.

Dragons are predators—instinctive hunters at the top of the food chain. They find meat and other organic material the easiest fare to digest. When meat is unavailable, dragons resort to eating large plants, such as trees and large bushes.

In emergencies, when the alternative is starvation, dragons might eat anything they can swallow: dead wood, rock, and other inorganic materials. Dragons find these substances distasteful. Furthermore, since rock, for instance, holds little nutritional value, a dragon must eat a lot more of such a substance than it needs of organic material—at least as much as its own body weight per day to maintain health. Dragons consider such measures humiliating, to the extent that some dragons, particularly reds, prefer to starve for a time rather than depend on food they weren't meant to eat.

The elemental aspect of a dragon's digestive system, in addition to allowing the creature to eat substances others cannot, also makes it hyperefficient at digesting meats and other normal foods. Although a dragon can consume more than half its body weight in such food over the course of a day—and many do just that, with sufficient prey—a dragon needs to eat only about 15 to 20 percent of its body weight in organic food on a daily basis.

At the other end of the scale, a dragon must eat an obscene amount of food to gain weight. Reports of the black dragon "Queen" Gulgol, one of the few truly obese dragons known to modern-day sages and adventurers, say she eats more than twice her own body weight per day. (For more on Gulgol, see page 238.)

Dragons might make use of their *breath weapons* even when hunting prey that could not possibly survive a melee encounter. Some dragons breathe on prey that is already dead. Since dragons use the same energy in digestion that they use for their *breath weapons,* they find it easier to digest prey that they have already bathed in their particular form of energy. A red dragon, for instance, can more swiftly digest—and thus prefers the taste of—prey that has been charred by fire. White dragons find it easier to digest prey when it is frozen solid, purple dragons have an easier time with prey that has begun to decay, and so forth.

Consuming Magic Items

On rare occasions, a dragon might consume magic items rather than add them to its hoard. The creature's supernatural digestive system processes magic items more easily than nonmagical objects; a dragon gains as much nutrition from magic items as it does

from meat. Only if a dragon were starving to the point of death, though, would it eat a magic item purely to sate its hunger.

A dragon might eat a magic item for other reasons. When a dragon anticipates going into battle, it might consume a magic item in preparation, because the dragon could make use of the bonuses and abilities of the item for approximately 24 hours after eating it. For instance, a dragon that consumes a magic weapon gains that weapon's enhancement bonuses to its melee attacks and can use any of the weapon's powers according to the rules for that weapon, or a dragon that consumes a *ring of invisibility* can turn invisible, following the rules of the ring. A dragon can use only the powers of one item it consumes at a time, no matter how many it eats. The item remains intact in the dragon's gullet; cutting it free is a standard action after the dragon is slain.

The DM must exercise judgment when using this ability. Some magic items do not bestow magic upon a dragon when eaten. (And be sure to check the item against the dragon's magic threshold: see the *Dungeon Master's Guide*, page 174.) A dragon accomplishes little by eating a *portable hole* or a *bag of holding*. Restrict this ability to items that grant powers to their wearers or bestow enhancement bonuses to their wielders. Exercise common sense.

Dragons use this ability only rarely because magic items are more valuable in the hoard than in the gullet. When danger threatens, though, a dragon might resort to eating a magic item—particularly if the dragon has a number of items that it cannot use, such as magic weapons.

LIFE CYCLE

More so those that of other creatures, a dragon's life cycle and life span shape its capabilities and even its personality. Barring violence or disease, even the shortest-lived chromatic dragon can expect to see a score of centuries. Members of other dragon families, such as the metallics, might live even longer than chromatic dragons do.

Everyone who makes even a cursory study of dragons knows of their four main stages of life, which sages have dubbed young, adult, elder, and ancient. In truth, dragons must first pass through an earlier stage that few adventurers see: wyrmling. They also pass through a final stage called twilight.

The text that follows is written in generalities. It discusses the rates at which *most* chromatic dragons develop, and the activities undertaken by *most* chromatic dragons of a given age. The activities of individuals of different temperaments will fly in the face of conventional wisdom. Use this information as a baseline on which to model dragons, but do not allow it to constrain you.

Mating

Although the specifics of mating rites and relationships vary from one kind of dragon to another, several commonalities exist. Young dragons can mate, and might do so out of sheer biological urge—or even, at times, for love—but they are rarely prepared to rear young. They might abandon clutches of eggs wherever the eggs will have a decent chance of survival. Few eggs left in this way survive—and dragons that hatch from them might not learn to fend for themselves well enough before becoming prey.

By the time they reach adulthood, even evil or selfish dragons have developed a measure of parenting instinct. They keep their eggs in their lairs, watching over them to ensure safe incubation. Most mated pairs remain together until the eggs hatch, though at other times a single parent—often the female, but sometimes the male—cares for the eggs alone. Sometimes the adults stay together even after eggs hatch. A black dragon is most likely to leave a mate to care for the eggs alone, with white and gray dragons the next most likely. Other chromatics stay together until the hatchlings can fend for themselves, at which point the pair splits up.

MIXED BREEDS

Although it is rare for different varieties of chromatic dragons to mate, and even rarer for the pairing to produce a viable egg, a few draconic "mules" appear now and again.

A dragon crossbreed has all the game abilities of one or the other parent, rather than a mix. For instance, the offspring of a blue dragon and green dragon would, in terms of statistics and abilities, be either a blue or green dragon.

In terms of appearance, however, mixed breeds vary dramatically. Some are indistinguishable from normal dragon varieties. (This fact can lead to confusion when a dragon has all the abilities of one parent and looks like the other.) Others present a mix of traits. The aforementioned blue-green mix might have the shorter neck and heavy horn of the blue dragon and the general body type and spiked "crown" of the green. Its scales might grow in a pattern of blues and greens or take on a more uniform hue such as teal. A mixed-breed dragon has the life cycle and life span of the shorter-lived of its parents.

Many a sage or adventurer has identified what he thought to be a new dragon variety, when in fact it was an unusual mixed-breed. Feel free to throw one against your players and let them make the same mistake.

Elder dragons lay eggs less often than adults do but treat them with the same care. Ancient dragons almost never produce offspring, but those that do are highly protective—more so even than adults.

A few chromatic dragon varieties are monogamous, mating with the same partner every cycle. Greens, blues, and browns often display this behavior. Other chromatics have multiple partners throughout their lives and retain little emotional attachment to former mates.

Both male and female dragons become fertile roughly halfway through the young stage of life and remain so until well into their ancient years. The urge to mate emerges at roughly the same time that fertility takes hold, grows to its height during the early adult stage, and fades—sometimes slightly, sometimes to nothing—at the late elder or early ancient stage.

Eggs

Dragons lay eggs in small clutches, the exact number varying according to the kind of dragon. Females can lay eggs as often as once per year but rarely do so that frequently. Dragons have a greater degree of influence over their own reproductive systems than humanoids do. Although a female dragon cannot completely control whether or not mating produces fertile eggs, the chance of fertilization falls dramatically if the dragon does not wish to reproduce.

One of the parents—usually the female—typically locates the nest deep in the lair. The nest consists of a mound or pit where the parent gathers the eggs and buries them in sand, dirt, snow, leaves, or whatever medium is best suited to the dragon and to the environment.

The average dragon egg is about the size of a small rain barrel. Eggs normally have the same color as the dragon variety, though somewhat duller in hue. They are roughly ovoid and have a texture somewhere between dragon scale and stone.

When first laid, a dragon egg has resistance to the damage type produced by the parents' *breath weapon* (acid for black dragons, fire for red, and so on). (Mixed breed dragon eggs have resistance to one parent's damage type, and don't survive if the other parent is incautious with his or her breath.) As the egg nears hatching, the shell grows harder but more brittle, and that resistance diminishes. By the time the wyrmling is ready to hatch, the egg has no resistance at all.

Incubation time varies according to the variety of dragon. In all cases, the eggs are fertilized inside the female and are ready for laying roughly one-quarter of the way through the incubation period.

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Hatching

When a wyrmling is ready to hatch, it begins feeding on the inside of the egg's shell, absorbing the remaining nutrients. This activity strengthens the young dragon and weakens the shell. The wyrmling then breaks free by clawing at the sides, pressing against and cracking the shell with brute strength, and blasting the shell occasionally with its own already developed *breath weapon.*

Wyrmling

A newly hatched dragon has a full array of abilities. Although inferior to those of a young dragon, these abilities are sufficient for the wyrmling to take care of itself, at least against relatively weak threats and predators. Although an emerging wyrmling is sodden and somewhat awkward, it can run within hours of hatching and can fly within a day or two. A wyrmling's senses are fully acute, and—due to the interweaving of a dragon's centers of memory and instinct—it is born with a substantial amount of its parents' knowledge imprinted in its mind.

Even so, a dragon is not born with the full memories of prior generations. Rather, a wyrmling has a grasp of the generalities of the world and of its own identity. It knows how to move, how to use its innate abilities, who and what its parents are, and—perhaps

Dragon Egg Specifics

An average dragon egg is 4 feet long and slightly more than 2 feet wide at its widest. It weighs 50 to 70 pounds. If attacked, it has a break DC of 15; if the hatchling is viable, use wyrmling statistics for eggs broken early.

When first laid (at the end of the first quarter of the incubation period), an egg has resist 30 against the damage type of the parent's breath weapon. This resistance drops to 20 halfway through the incubation period, 10 at the three-quarters mark, and 0 at hatching time.

most important—how to view the world around it. This awareness is one reason that even the youngest dragons are capable of surviving to adulthood. It is also why a sense of superiority and arrogance is ubiquitous among chromatic dragons: They are born already knowing that they're among the most powerful creatures in the world (or at least will be, after they mature).

Parents might accompany a wyrmling on its earliest hunts, to protect it and to make certain it knows how to hunt efficiently. Wyrmlings left to fend for themselves and wyrmlings that don't have protective parents still must leave the nest within a few days of hatching to find food. By the third or fourth foray, even solicitous dragon parents let wyrmlings hunt on their own, lest the wyrmlings grow too dependent on parental assistance.

Wyrmlings spend a few years dwelling with one or both of their parents. Some parents welcome this time as an opportunity to teach their offspring lessons beyond its inherited knowledge: the best areas to hunt, what to look for in a lair, how to begin building a hoard, and other knowledge a growing dragon needs to gain. Other parents look on wyrmlings as necessary evils: competitors for resources and for space in the lair that must nevertheless be tolerated for a brief time. Only evil dragons that lack any parenting instinct—in dragonkind, a mild form of insanity—consider forcing a wyrmling to leave the nest early. This condition is most common in black and gray dragons but rare even among them.

A wyrmling whose parents abandoned it before it hatched or could not care for it after it hatched takes longer to hone its abilities. It still has the advantage of its inherited instincts, but the lack of a teacher makes perfecting its abilities an arduous task. Some wyrmlings manage to do so on their own, through trial and error. Others seek out mentors of their own kind. Even an evil dragon might willingly take on a short-term apprentice if the younger dragon shows adequate respect, such as gifts of treasure scavenged or stolen from any source the young dragon can manage. These relationships rarely last more than a few months, because the older dragon inevitably begins to view the younger one as a rival. The younger dragon either departs or ends up on the menu.

Although wyrmlings are small and weak by dragon standards, a wyrmling is roughly the size of a large wolf or a full-grown human. Even at their youngest, dragons have few natural predators. For full statistics on chromatic dragon wyrmlings, see pages 179–186.

Young

By the time a wyrmling becomes a young dragon, it has grown to roughly the size of a horse, and its hoarding, lairing, and territorial instincts are stoked into a raging fire. A young dragon must leave the nest (if it has not already done so) before territoriality and greed transform the parent-child relationship into a bitter rivalry.

The relationship between a dragon and its full-grown offspring depends on the individuals in question. For the most part, dragon parents and children retain a loving relationship; though they do not share territories, they harbor affection for each other and render assistance if the other is in danger. A rare few go the opposite route, treating their parents or offspring as competitors for resources—highly dangerous competitors, since each knows the other so well—and end up violently at odds. The majority of chromatic dragons fall between the two extremes: A vague fondness exists between parents and offspring, but neither is likely to jump into action if the other needs help. They react to any intrusion with as much violence as they would if the invader were a stranger.

The first task of a young dragon is to find a lair of its own. This task can prove challenging, because the territory the dragon knows belongs to either a parent or a mentor. Thus, a young dragon must depart the region it knows best to find a spot isolated enough to serve as a lair, yet still near enough to viable hunting grounds to make foraging possible.

Young dragons use existing structures (such as abandoned castles or mines) or natural hollows (such as caves) for their lairs. Later in life, when a dragon has more power, knowledge, and confidence, it might build, or find others to build, a better home. At the young stage, though, it just needs to find something viable.

A young dragon also starts to build its hoard. Dragons of this age are likely to attack random travelers or caravans, scrounging whatever wealth they can acquire by using such an unsophisticated approach. As dragons grow older, they grow wiser and more selective, but a young dragon just wants to start accumulating treasure.

Adult

Adult dragons revel in the fact that they are among the mightiest predators in existence, particularly if they have had a successful youth. When seeking to add to their hoards, they are more selective in their targets than younger wyrms, preferring not to waste their time with travelers or caravans that look unlikely to provide a decent amount of wealth—though they might still attack such groups for food or sport.

Also at this age, dragons begin to contemplate long-term schemes. Although they devote less time to scheming than elder dragons do, they might establish contacts within nearby communities or merchant organizations, the better to learn when and where great treasures will become available. Their negotiating strategies boil down to bribery or threats, rather than the elaborate manipulations and deceptions employed by more powerful wyrms.

Adult dragons seek to expand their territories dramatically or even to move their lairs, abandoning whatever haphazard sanctuary they might have found as youths in favor of larger, more comfortable, or even custom-built homes. These efforts sometimes pit them against other dragons or territorial monsters. Thus, adult dragons are the most likely to initiate combat with other wyrms.

Elder

By the time it becomes an elder, a dragon has likely found or created its permanent lair. It has gathered a sizable hoard—one that might already have attracted a number of adventurers—and it has well and truly established its territory. Although a few elder dragons continue to expand their domains, most are content with their holdings (barring environmental changes or famine) and are more likely to be the defender against encroaching younger dragons than they are to initiate such conflicts.

Elder dragons have lived long enough that they have fully adopted the long view in terms of their goals and efforts. They have gathered minions—sometimes veritable armies of them—and know well the sizes and capabilities of all the humanoid communities within, and bordering on, their territories. They might make efforts to influence the development of said communities, either overtly—through threats and demands—or in secret, manipulating agents within the local power structure. When adventurers discover that the king's vizier, the high priest, and the local guild-masters are all puppets of a dragon pulling strings behind the scenes, odds are good that the dragon is an elder. Some dragons engage in such manipulative practices to siphon off the wealth of a city or small kingdom; some do it out of desire for power and authority; some are just bored.

Ancient

By the time it becomes ancient, a dragon ranks among the most powerful creatures to walk the earth. Its lair is nigh impregnable. Its hoard contains more wealth than any kingdom since the fall of the great empires. Its name (or at least one of them) is known far and wide among dragons and humanoids both. The dragon has survived longer than most nations.

The truth is, the dragon doesn't have much left to do. The dragon's territory is as large as the dragon wants it to be. If the dragon wants to manipulate and control the nearby communities, it does so. Few rivals exist with sufficient power to offer the dragon anything resembling sport. For an ancient dragon, perhaps the greatest challenge is staving off ennui.

Some ancients spend years hibernating or counting and recounting their hoards, for lack of anything better to do. Others ignite conflict, invading other dragons' territories or inspiring mortal allies to go to war, in hopes of finding a challenge to pass the time. A few revert to behaviors of younger dragons, hunting and raiding at whim. Some devote themselves fanatically to whatever religious beliefs they hold, or seek out new ones.

Others take on strange or surprising hobbies, passing the years by studying select periods in history, mastering rituals, or researching other planes. When adventurers hear about a dragon seeking an ancient ritual or kidnapping a sage and stealing his library, the dragon might be an ancient seeking a new area of interest.

Twilight

Even dragons eventually succumb to the ravages of age. As death approaches, the wyrm enters a state known to sages as "the twilight." (What the dragons call this period, if anything, is unknown.) Although the average age of a twilight dragon is within a couple of decades of maximum age, some dragons enter the twilight more than a century earlier. Others enter twilight only in the last few years of life. Some never enter twilight, going overnight from full, ancient health to death of old age.

Twilight is the only time during a dragon's life span when the creature grows weaker rather than stronger. Precisely how this weakening develops differs from dragon to dragon and appears to have no correlation with the dragon's variety. For DMs who wish to run a dragon in its twilight years, consider one or more of the following options, or make up your own.

- The dragon grows less viable in all respects. Use the rules on page 174 of the *Dungeon Master's Guide* ("Increasing or Decreasing Level") to lower the dragon's level by one to three.
- The dragon finds it harder to recharge its abilities. Choose either the *breath weapon* or another ability that recharges on a d6 roll, and treat it as a once-per-encounter ability instead.
- The dragon's senses begin to fail. It takes a penalty of -2 to -10 to Perception checks and Insight checks, and -1 to -5 to initiative checks.

Death

The mighty dragons, despite all their power, are still mortal. With the exception of those who extend their existence by unnatural means, such as the vile dracoliches, death eventually comes to them all. Most chromatic dragons die in battle—defending their territory from rivals, invading other wyrms' territories, or falling victim to the business ends of adventuring parties' swords and spells.

Chromatics who reach the end of old age find themselves in a quandary. Although some dragon varieties, such as certain metallics, can will themselves to die, chromatic dragons cannot. Thus, those powerful or lucky enough to reach old age face the slow decline into twilight, further weakening, and, eventually, death.

Most chromatic dragons do not desire a gradual decline, instead choosing to go out in the proverbial blaze of glory. They invade other dragons' territories, particularly those of lifelong rivals, prepared to end it all in a final, calamitous clash of fire and claw. Others raze entire communities, challenging the greatest humanoid heroes to face them. Invariably, a dragon with a death wish finds someone or something capable of killing it—but the amount of destruction it can wreak in the process is on par with the worst of natural disasters. A single ancient dragon with nothing to lose and no concern for consequences or self-preservation can decimate kingdoms or render entire regions uninhabitable.

Dragons setting out on these crusades for glory might consume their entire hoard before doing so. They find the notion of leaving all their hard-earned wealth for thieves utterly anathema.

A few particularly religious dragons choose more devotional routes. Some draconic sects set areas aside where ancient dragons can lie down and die peacefully, perhaps euthanized by their fellow believers. These areas lead to tales of dragons' graveyards.

Other dragons seek out plane-traveling rituals, attempt to find the astral domain of their patron deity (usually Tiamat, among chromatic dragons), and disappear from the mortal world. What happens to them when they arrive there is unknown even to other dragons.

Environmental Diffusion

One of the strangest aspects of a dragon's mystical, elemental nature sometimes comes into play after death. Most dead dragons decay into bones and dust over the course of years. On occasion, however, the energy flowing through the dragon's heart and blood diffuses into the surrounding region, creating an area of environmental chaos.

This phenomenon happens most often with ancient dragons, very rarely with elders and adults, and almost never in young dragons—but within those

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categories, there appears to be no way to predict which dragons will decompose in this way. Even among the ancients, fewer than 20 percent experience environmental diffusion.

When environmental diffusion occurs, the dragon's entire body decays into nothingness relatively quickly: over the course of a few months. The surrounding area becomes inundated with the dragon's internal energy, resulting in a permanent (or at least extremely long-lasting) environmental shift. The area averages a radius of about 100 squares (500 feet) per level of the deceased dragon.

The nature of the environmental change depends on the dragon. In the case of blue dragons, for instance, the area becomes the center of a permanent storm, one that rages and thunders regardless of predominant weather patterns. For a list of the effects that emanate from the different dragon varieties, see "Chromatic Dragons in Detail" on page 30.

In draconic tradition, a dragon that locates an area of elemental diffusion left by a wyrm of its own variety considers such a discovery an omen of luck. Dragons that find such areas normally attempt to make lairs within.

Outlook and Psychology

The true secret to understanding dragons—whether running them as the DM or combating them as a player—is in comprehending their worldview. Mastering knowledge of their physical abilities is a start, but it's all too easy for a human to assume that because dragons are intelligent mortal creatures, they must think like humans do. Dragons are at least as different from other creatures in their psychology and thought processes as they are physically.

Arrogance and Superiority

Dragons are superior beings: more powerful, more intelligent, more worthy of wealth and territory, and more important than any other mortal creature. To them, this conviction is more than a dogmatic belief; it's a fundamental fact, something they are born knowing, and a cornerstone of their personality and worldview. This aspect makes dragons seem arrogant when they interact with humanoids, but it goes beyond any human conception of conceit. To try to humble a dragon is like trying to talk the wind out of blowing or attempting to persuade a starving person not to die of deprivation.

This attitude colors just about everything a dragon does. Chromatic dragons think of humanoids in exactly the same way humanoids think of animals—as prey or as beasts of burden, subject to dragons' whims. More benevolent dragons treat humanoids with kindness, just as good-hearted humans would not unnecessarily hurt animals—but ultimately, humanoids are still lesser creatures. Even a nonevil chromatic dragon thinks little of taking something that belongs to humans or elves, or even of eating the occasional passerby. That is the natural order.

Dragons can, however, recognize the capabilities of powerful individuals or of people in great numbers. Arrogant though they are, dragons will negotiate with humanoids if they feel such folk pose a danger or have something to offer that the dragon cannot easily acquire on its own. Even then, though, the dragon measures and values the people in question based solely on their threat or usefulness and not on any intrinsic worth. The dragon assumes the position of authority in any such interaction, not as a conscious or deliberate choice, but because—as far as the dragon is concerned—that is the way the world works.

The situation grows more complicated when dragons apply this same attitude toward other dragons. Chromatics believe that all dragons are superior to other creatures, that chromatic dragons are superior to nonchromatics, that their own variety is superior to other chromatic varieties, and—usually—that each individual chromatic dragon is superior to all other dragons of their kind. Even as they acknowledge that older dragons are more powerful than they are, they believe that they themselves will become more potent by that age. To say that a chromatic dragon literally believes that the world revolves around it is not terribly far from the truth. This innate arrogance, more than greed or ambition, leads to dragon-versus-dragon conflicts over prey, territory, or magic items. Even when dragons band together to cooperate in family groups or in the occasional community, each dragon feels that it ought to be the one running things. A dragon might be capable of temporarily squelching that impulse for the greater good, but it remains present in the back of the dragon's mind nonetheless.

A few nonevil chromatics go the opposite way in their arrogance, seeing humanoids not as beasts to be exploited but as poor, defenseless children (or even pets) to protect and herd. Although such dragons pose less physical danger to humanoid communities than others, they can be just as difficult to deal with. They speak condescendingly, assuming they know what is best for their chosen wards regardless of what the people themselves think. Such dragons are stifling at best and dictatorial at worst, usurping the rules of communities purportedly for their own good.

Drives

Dragons do not share humanoid drives, such as the needs for comfort and companionship. Even basic drives of life—food, shelter, and reproduction—common to both dragons and humanoids manifest themselves in different ways.

A dragon is a long-distance hunter, willing and able to cover dozens of miles for a single meal. Thus, it does not share the human need to gather with others around convenient sources of food or water. Further, whereas humanoids seek safety in numbers, a dragon feels safest in isolation.

Most humanoids are gregarious creatures. They gather not just for food or protection, but also because they are happiest when able to interact with others. They talk; they form friendships; they work together. Dragons, on the other hand, rarely seek companionship of any sort. Most of them happily spend the majority of their lives in solitude. They might visit other dragons once every few years, for conversation or to learn of world events. When the mating urge takes them, they seek out companions with whom they might spend several years while raising wyrmlings. With a few exceptions, however, even a loving, monogamous dragon couple spends only a few years together every few decades. With too much time together, dragons' territorial instincts kick in, making

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them uncomfortable around one another. An ancient dragon proverb about mated pairs translates roughly as, "Love is best fed by borders."

Combine the preference for isolation with innate territorial instincts, and it becomes easier to see why dragons have a difficult time understanding why human communities grow the way they do. When a dragon objects to a humanoid village growing into its territory, it might not comprehend why the people cannot move to a different location, or why the village must have so many of them.

Similarly, dragons do not recognize how relatively fragile humanoids are. They know themselves to be physically superior, but they might not know the extent to which this is the case.

Dragons and humanoids share the basic drive to find shelter—preferably a permanent home. For humanoids, this includes a predilection for comfort. Dragons, with their innate toughness, weak tactile senses, and great tolerance for temperature fluctuation, rarely experience true discomfort. Temperature bothers them only if it sinks or climbs to extremes (and, depending on the dragon's variety, sometimes not even then). Also, a dragon's ability to fly renders terrain all but a moot point. Thus, just as dragons might fail to grasp why humanoids gather in great numbers, they also sometimes fail to understand why humanoids are so picky about where they choose to live. The notion that one region might be more comfortable than another region with similar resources might never occur to a dragon—certainly not to the extent that comfort would justify choosing a region inside the dragon's territory over another region outside it.

The Hoard

If dragons are known for any attitude beyond all others—above even arrogance—it's greed. Even the friendliest of good dragons is as avaricious as the stingiest human miser. Dragon hoards are legendary: enormous piles of gold, gleaming gems, magic items—wealth enough to buy and sell entire humanoid communities. Yet dragons rarely do anything with all that wealth. They collect not to spend, but to have.

The desire to build a hoard is a psychological drive—even, arguably, a biological drive—in chromatic dragons. It is no less pressing than the human need for companionship or shelter. It has no discernable practical reason, no underlying purpose, no goal. Although the occasional dragon might fight the urge to hoard just as the occasional human prefers to be a hermit, it is a trait to which the race as a whole succumbs.

As to where this drive might come from, no one can say for certain. Dragons that care enough to analyze the trait assume that either Tiamat gifted it to the race—a reflection of her own covetousness—or it evolved naturally. Perhaps the earliest dragons impressed potential mates with their hoards, so that the dragons with the largest hoards passed their attitudes and instincts to their offspring. Dragons wonder no more about the origins of their avariciousness than they wonder why they have a *breath weapon* or wings; they accept it as the natural way of things.

Lack of Societal Norms and Pressure

A relatively minor aspect of dragon psychology, yet nonetheless important for understanding the creatures, is the almost complete lack of societal pressures. Societal norms shape humanoid civilization in every respect. Laws and taboos, traditions and beliefs, are all largely social constructs. If a human chooses not to steal property from a neighbor for fear of punishment, or if a dwarf refrains from murdering a member of a rival clan to avoid retaliation, societal constraints are at work. Notions of marriage, rules about acceptable times for sexual relations, courtesy, economic transactions, work ethics—the rules of society shape and define all these customs and more.

Dragons do not have such pressures. They have traditions, but the average dragon has no peer pressure or governing body pushing it to follow those traditions. It follows traditions—or chooses not to—based entirely on personal beliefs. Except in rarely occurring draconic societies, dragons have no laws prohibiting specific behaviors. Dragons might observe religious prohibitions, but they do so on an individual basis and might or might not follow such rules consistently.

Intellectually, a dragon might understand—or at least learn—why humanoids undertake or avoid certain behaviors when law or tradition demands it. The notion that a body of laws might shape a community's behavior rarely, if ever, occurs to a dragon at the outset; humanoids must explain that concept, unless the dragon has dealt with humanoids before. Even if a dragon does have experience in dealing with humanoids, it does not comprehend how powerful a force societal and peer pressure can be, since it has probably never experienced such a thing. When told that a specific humanoid cannot undertake an action because the action is illegal or taboo, a dragon's first reaction is likely to amount to, "So what?"

Despite their isolationist natures, however, dragons do occasionally form larger communities. Such dragons are far more likely than others to understand and to accept the restrictions that society places on humanoids.

Patience and the Long View

It's easy enough to speak of the passage of thousands of years, but the true significance of a dragon's life span takes some consideration to process. *Thousands* of years. Multiple millennia. The average dragon can expect to live longer than most nations and many religions.

Dragons, in other words, have a lot of time on their hands.

In emergencies, dragons can react swiftly, making decisions on the spur of the moment and dealing with immediate needs. Barring such urgency, dragons have no desire to seize the moment. It does not even occur to them to do so. Dragons take their time mulling over even the simplest of decisions, considering the possible repercussions and contemplating all possible options.

When trying to negotiate with a dragon, even the most patient negotiator can lose faith. If a dragon cannot come to an agreement—and assuming the issue is not one over which the dragon would kill—it can happily walk away from the table and come back to negotiate with the heirs of the original envoy. More than once, a dragon that has held successful interactions with a given person comes back to talk to him or her later, only to be surprised to learn that the person has been dead for several generations.

As discussed previously, the long life span contributes more than anything else to a dragon's arrogance and superiority. Consider that a dragon's view of the human life span roughly compares to a human's view of a gerbil's longevity. A humanoid generation can

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pass in the time it takes a dragon to mull over a single problem; a dragon can wake from a long sleep to find entire empires have risen and fallen in its absence. Is it any wonder, then, that dragons cannot find it in themselves to lend weight or importance to the actions and desires of scurrying humanoids?

Unfortunately for humanoids, a dragon's grudges live as long as the dragon. Because an angered dragon holds individual humanoids in such little esteem, it does not particularly concern itself with enacting its vengeance upon the specific person who angered it. Dragons have been known to return generations after humanoids insulted or defeated them, wreaking destruction upon those humanoids' descendants or hometown. In such cases, the victims of the wyrm's rage might not even remember the individual who angered the dragon, let alone the specifics of the insult.

A dragon's long life span is not always a blessing. Although dragons lack the humanoid need for mental and physical stimulation, even dragons grow bored with the passage of decades and centuries. Many dragons study and master mystic rituals, not just for the power they offer but also for the mental exercise. As suggested in the discussion of ancient dragons (page 16), some solve riddles or puzzles, study history or religion, or even deliberately instigate conflicts to keep themselves amused. Dragons might become experts in multiple fields, not out of any real desire to master those subjects, but as a means of passing time. Some turn to religion, following various rites and celebrations more as a hobby than as a sign of true religious faith.

Predatory Instincts

Perhaps one of the single greatest differences between dragons and humans, in terms of thought processes, is this: Dragons are predators. A dragon might be a sage, a priest, a connoisseur of art, a collector of treasure, or even an ambitious politician, but these are secondary identifiers. A dragon is a hunter who possesses other interests, not a collector or a leader who happens to hunt. Barring such factors as speech and intelligence, dragons are less akin to humans than they are to wolves, tigers, or snakes.

Everything discussed so far, every draconic action or personality quirk, comes about at least in part from dragons' predatory nature. A dragon chooses the location for a lair not just defensively, but also to ensure a rich hunting ground. Because of its arrogance, a dragon sees humanoids and other beings not merely as lesser creatures, but as potential prey. Even a dragon's acquisition of a hoard requires it to hone its hunting and combat abilities: it must locate, obtain, and defend its possessions.

When negotiating with humanoids, a dragon not only has the upper hand in dealing with a lesser being, but it is also interacting with something that, under other circumstances, would be lunch. Indeed, the option of eating an envoy and starting over with someone else rarely strays far from a dragon's mind. When a dragon deigns to negotiate with humanoids, it expects the humanoids to be grateful; it has, after all, already done them the favor of allowing them to live.

Society

The short view of dragon society is this: By and large, no such thing exists.

Exceptions here and there have turned up throughout history as, on occasion, dragons have sought either to build their own societies or to insinuate themselves into the cultures of others. For the most part, however, dragons' solitary and territorial nature ensures that they eschew societal bonds.

Under most circumstances, what passes for society among chromatic dragons best falls under the label "infrequent." So-called dragon society consists of occasional cooperation between a handful of dragons against a larger threat, adherence to occasional common religious practices, and the occasional observance of vague and ineffectual traditions governing interaction between dragons when interests or territories overlap.

Interaction between Dragons

When chromatic dragons interact with each other, the meeting comes about because one has encroached on another's territory or because multiple dragons have their eyes a single prize, such as a particularly well-located lair, a valuable item, or a holy relic of Tiamat. Sages estimate that the size of a dragon's territory encompasses all the ground that dragon can cover in one day's flight from its lair. Although that serves as a basis, dragons might claim significantly less territory than that if they have plentiful hunting closer to their lair, and others claim lands farther out, either because they cannot find or build lairs near good hunting grounds or because of their pride and greed.

Interaction with Other Chromatics

Chromatic dragons come into conflict with one another for a variety of reasons. Although dragons accept a tiny amount of overlap between territories (albeit reluctantly) if the two dragons are of the same variety, territorial overlap of more than a sliver of shared space or between dragons of different hues leads to confrontation.

Geographical disputes between dragons can become bloody. In most cases, one dragon or the other could depart to find hunting grounds elsewhere, but

these prideful, territorial creatures never give in without a fight unless one wyrm is clearly older and more powerful than the other.

More such clashes occur over dragons' hoards. Every dragon knows that the best place to acquire a lot of wealth quickly is from the lair of another dragon. Although a few chromatics respect their neighbors' domains and would never contemplate such a raid, the majority leap at the chance if they think they stand better-than-average chances of success.

Other, less common reasons for conflict exist as well. Chromatic dragons war over mates, religious differences, specific treasures, and insults real or imagined.

When hostile dragons come together, the conflict can take one of two forms. If combat is not a foregone conclusion, the dragons spend minutes—sometimes even hours—circling one another, taking each other's measure, and perhaps bellowing at one another across the intervening distance. (Usually these bellows consist of threats and braggadocio, but occasionally two chromatics discuss and resolve a point of contention in this way.) If one realizes that it cannot prevail in the conflict, it breaks off the engagement and retreats, essentially ceding victory.

If the two find themselves evenly matched, and the shouting back and forth does not result in negotiation, the result is a sudden fury of blood and claw, *breath weapon* and fang.

The usual such battle ends with a clear victor: the dragon that survives. In some instances, however, the loser escapes, with the winner too exhausted or injured to pursue. In other cases, no clear victor emerges, and the dragons break off combat when both are too bloodied and exhausted to continue. When this happens, it can mark the start of a long-term rivalry, a grudge match that might be carried out in skirmishes between minions, sabotage, and espionage that can last for centuries.

Still, not all interaction between chromatic dragons leads to conflict. Some dragons band together, despite the racial predilection for solitude. Most such gatherings are familial, but even groups of dragons without bonds of blood can find common cause. Chromatic dragons might band together to face encroaching dragons more powerful than any of them as individuals, or they might join forces to take revenge on legendary dragonslayers. They might come together for religious reasons, honoring Tiamat or another deity, or they might undertake quests in Tiamat's name. As mentioned previously, a wyrmling without a parent might enter into a master-apprentice relationship with an elder dragon of the same variety. Finally, sometimes two chromatic dragons meet to trade information—perhaps on the borders of neighboring but not overlapping territories—realizing that as long as they keep off of each other's lands, they

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have more to gain through exchange and mutual defense than they do through combat.

Interaction with Metallic Dragons

Take everything described above about chromatic dragons' interactions with other chromatics, and remove any hint of their working together or respecting common boundaries. That is how chromatic dragons interact with their metallic cousins.

By and large, chromatic dragons see metallic dragons as born rivals, an inferior species of dragon whose existence is an insult that cannot be tolerated. Devout worshipers of Tiamat particularly think this way, desiring to purge metallic dragons, the children of Bahamut, from the face of the world. Any interaction between such chromatics and metallics ends, if not in combat, at least in threats and promises of violence to come. Cooperation and collaboration do not exist.

As with all things, exceptions do exist. Some chromatic dragons have better things to do than engage in battle after battle with other dragons. Chromatics might be cowed into cooperation, or at least peaceful coexistence, by the greater power of a neighboring metallic dragon. In such cases, metallic and chromatic dragons can both occupy territories in a given region. Tales even tell of forbidden love between chromatic and metallic dragons, or of the two kinds of dragons finding common ground in a religious sect—but even if true, such tales are so rare as to be legend.

Interaction with Other Dragons

Chromatic dragons feel uncertainty about the nature of the powerful and deadly catastrophic and scourge dragons. Greed and ambition drive the rages, violence, and destruction of chromatic dragons. With a few exceptions, even the most rapacious red or black dragons do not understand the mind-sets of creatures that cause death and devastation without a care for what they gain in the process—yet that's exactly what they believe catastrophic and scourge dragons to do. Thus, chromatic dragons engage these other wyrms in battle only when necessary, due to territorial disputes or conflicts over treasure, and otherwise prefer to ignore their existence.

Chromatic dragons regard planar dragons as part of the extended family, at least those descended from chromatics. Thus, planar dragons and chromatic dragons get along as well or as poorly as any two kinds of chromatics.

Societal Traits

The previous section contained a number of generalizations: *Most* dragons prefer isolation. *For the most part*, dragons don't form or join societies. Nevertheless, a few chromatics make efforts to join or establish extended networks or societies. When draconic societies do arise, they normally take one of the following forms.

Family and Clan

The least rare of the chromatic dragon societies is more of an extended family than a society. Although most mated pairs separate when wyrmlings depart the nest, a few families stay together, either because the region is particularly dangerous and they wish to protect their offspring, or because they seek to establish a power base for a religious or political purpose. As these families expand, they occasionally grow into full-fledged clans. Each member, or at least each immediate family, claims its own domain, and the combined territories can exceed the size of nations. These clans might engage in internecine squabbles for power, but the clan leader is almost always the eldest—and thus, strongest—of the bloodline.

Few humanoids hear of these extended clans, at least by name, since the clan members interact with humanoids in the same manner that lone dragons do—as raiders and predators. One name that *has* appeared in humanoid records, however, is that of Irril-Indriss, an ancient blue dragon known to locals as the Thunder King. Irril-Indriss and his extended family, numbering roughly a dozen dragons, dwell in the peaks of the cloud-wrapped Achlan Mountains and use the region's frequent storms as cover for raids against both the coastal highland communities and the merchant ships that ply nearby waters.

Mixed Societies

If the familial clan is the most common draconic society, the mixed community is the least common. In a mixed society, dragons and members of another kind or race—often a race associated with dragons—work together for the common good, with both races participating fully in the government. Even if dragons hold all the highest positions, the other native races are full citizens: not slaves or subjects, but partners.

Dragons' superiority makes these mixed societies not only rare to begin with, but also difficult to maintain. In order for such a community to last, either the dragons must have a strong sense of purpose and devotion to the society (one that allows them to overcome their distaste for long-term cooperation with "lesser" beings) or the other race or races must prove themselves on a regular basis to convince even the most arrogant wyrm that they are worthy of the dragons' cooperation.

The dragonborn empire of Arkhosia is the iconic example of this sort of society. Although metallic dragons made up the primary dragon population of the empire, a significant minority of enlightened chromatic dragons were citizens as well. Alternatively, for those familiar with the Dragonlance®

series of novels, the armies of Takhisis—consisting of dragons, the humanoid Highlords, and the armies of humans, goblinoids, and draconians—also serves an excellent example of a mixed society, one driven and held together by religious zealotry.

Overlords

In this variety of chromatic dragon society, a ruling class or order of dragons reigns as tyrants over a population of other races. Unlike a mixed society, this is not a partnership. The people of the society are second-class citizens at best, slaves and chattel at worst, utterly subject to the whims of their draconic masters.

The makeup of this government varies. In some cases, a single family, clan, or variety of chromatic dragon makes up the entirety of the ruling overclass. In others, the dragon lords might be of multiple chromatic varieties—but even then, one bloodline of one variety holds the pinnacle of power, above the other dragons. Some of these societies have a sort of middle class—individuals favored by the dragons, who stand above the rest of the populace but still do not rule. These individuals are usually either dragonborn or dragonspawn (see page 218).

Perhaps the most infamous historical example of a dragon overlord society is the nation of Maru-Qet, an empire ruled by a pharaonic dynasty of brown dragons until war with a clan of catastrophic dragons reduced it to a blistered wasteland. (See "Nefermandias" on page 240.) Less famous, but of far greater threat to the people of the modern day, is the city-state of Pallavarthas. Due to a great ritual performed by exarchs of Tiamat, this doomed city exists on two planes at once: the natural world and Tiamat's own astral domain. As the two dimensions merge within the city's borders, more and more of its citizens find themselves suddenly in an alien world, pressed into slavery by dragonspawn overseers.

Language

As one of the oldest living races native to the world, dragons speak one of the most ancient mortal languages. When the mortal races beheld the gods, each heard the divine Supernal language in its own unique fashion depending on its shape and demeanor. Thus the foundational languages of the world arose, including Draconic.

Io created the Draconic script, Iokharic, so his mortal children could record their impressions of the world he hoped they would inherit. Both the language and the script survive to the present day.

Dragon-related races, including dragonborn and kobolds, also speak Draconic and use Iokharic. Some individuals among these races take great pride in their use of the same tongue that rumbles from the scaled lips of ancient wyrms, although others curse their lineage. Most, however, rarely give it a thought.

Draconic script

As with all languages, variations and dialects based on the order or race of the speaker abound within the Draconic tongue. Students of dialects can potentially discern a dragon's variety, scales unseen. Though accents are sometimes thick, such variation rarely hampers communication. Languages derived from Supernal are robust enough to resist natural alternations that would render distant populations of speakers unintelligible to each other.

Language Details

The audible footprint of Draconic grates on the ears of other creatures and includes several hard consonants and sibilants. It employs sounds that humans describe as hissing *(sj, ss,* and *sv)*, as well as a noise that sounds like a beast clearing its throat *(ach)*.

Draconic words have emphasis on the first syllable. Speakers of Draconic express important ideas by emphasizing the beginnings and the ends of words. Writers who use Iokharic mark important words with a special symbol of five lines radiating outward like the rays of a star or like the heads of Tiamat. Dragons might use this form of emphasis when referring to themselves, as well as when commanding, threatening, warning, or making a point.

Basic Vocabulary

This section presents a selection of Common words and their Draconic counterparts.

Common	Draconic
above	svern
after	ghent
air	thrae
and	vur
animal	baeshra
armor	litrix
arrow	svent
ash	vignar
axe	garurt
bag	waeth
battle	vargach
beautiful	vorel
bronze	aujir
before	ghoros
behind	zara
below	vhir
beside	unsinti
big	turalisj
black	vutha
bleed	valeij
blood	iejir
blue	ulhar
bow	vaex
burn	valignat
bravery	sveargith
breed	maurg
bribe	durah
but	shar
cave	waere
celestial	athear
century	ierikc
cleric	sunathaer
claw	gix
copper	rach
cow	rhyvos
coward	faessi
crippled	thurgix
dance	vaeri
danger	korth
day	kear

Common	Draconic
dead	loex
deity	urathear
demon	kothar
die	loreat
dragon	darastrix
dwarf	tundar
earth	edar
elf	vaecaesin
enchanted	levex
enemy	irlym
evil	malsvir
eye	sauriv
far	karif
fate	haurach
female	aesthyr
few	lauth
fire	ixen
flee	osvith
fly	ustrat
food	achthend
for	ihk
forest	caesin
fortress	hurthi
friend(ly)	thurirl
gem	kethend
give	majak
gnome	terunt
go	gethrisj
gold	aurix
good	bensvelk
green	achuak
gut	gixustrat
halfling	rauhiss
hammer	jhank
hate	dartak
heal	irisv
home	okarthel
human	munthrek
if	sjek
in	persvek

Common	Draconic
iron	usk
kill	svent
leader	maekrix
magic	arcaniss
man	sthyr
many	throden
meat	rhyaex
mountain	verthicha
name	ominak
near	leirith
night	thurkear
nightvision	sverak
no	thric
nor	thur
ogre	ghontix
on	shafaer
one	ir
or	usv
orc	ghik
peace	martivir
pillage	thadarsh
platinum	ux
rain	oposs
red	charir
rest	ssifisv
scroll	sjir
secret	irthos
see	ocuir
shadow	sjach
silver	orn
skin (hide)	molik
slaughter	kurik
small	kosj
smart	othokent
so	zyak
soar	hysvear
song	miirik
sorcerer	vorastrix
speak	renthisj
spear	ner

Common	Draconic
star	isk
steel	vyth
stone	ternesj
stop	pok
storm	kepesk
strong	versvesh
stupid	pothoc
sword	caex
take	clax
talk	ukris
thief	virlym
through	erekess
to	ekess
tomorrow	earenk
travel	ossalur
treasure	rasvim
tooth	oth
ugly	nurh
undead	kaegro
under	onureth
valley	arux
victory	vivex
want	tuor
war	aryte
water	hesjing
we	yth
wealth	noach
weapon	laraek
white	aussir
with	mrith
wizard	levethix
wood	grovisv
year	eorikc
yellow	yrev
yes	axun
yet	sjerit
you	wux

Naming

Dragons have a long history of impressive, terrible names capable of generating fear when merely spoken. A dragon's name has no intrinsic power (but see the "Optional Rule: Power in a Name" sidebar); rather, the dragon associated with a name is so fearsome that any listener familiar with the dragon's exploits might be stricken with associative fright. Listeners shudder when they hear of the exploits of Dragotha, *the* undead dragon. They cry out in amazement to learn of the dragon Ashardalon, who replaced his own heart with a demon heart. Who can forget Cyan Bloodbane, who nearly destroyed the ancient elven nation of Silvanesti on the world of Krynn?

Dragon names can do more than engender fear. They can also inspire dreams of valor. A wealth of myths, legends, and heroic stories name dragons defeated by brave knights, powerful wizards, and lucky or sly commoners. By their nature, dragons command attention when named. People throughout the world feel dragons' actions, schemes, and even dreams. From a wyrmling named Aussir raiding sheep to mighty Ashardalon feasting on preincarnate souls, dragons' names command attention. To many, such names embody the magic inherent in the world.

Dragons come from many different orders. Even within those groups of similar dragons, different naming conventions apply. Some dragons receive their names from their parents even before they hatch. Others name themselves only after living long enough to find a need for a name. Some dragons might receive names from other creatures that know of their exploits. A dragon might take a new name midway through its life, either to commemorate a great victory or to combat the ennui of a life that can stretch for a succession of centuries.

Religion

All dragons know of Io, who fashioned mortal dragons in his image. They also know that Io died not long afterward. They believe that the other deities, who banded together during the primordial-deity wars that followed the creation of the world, left Io to fight alone except for the aid of his draconic children.

The Fall of Io

During the wars, Io faced a terrible primordial called Erek-Hus, the King of Terror, on a blasted worldly continent half shattered from a century of conflict. With a primordial-wrought axe of adamantine the size of a mountain, the King of Terror split Io from head to tail, neatly cleaving the deity into two pieces.

Erek-Hus laughed, his voice jubilant thunder that resounded across the face of the world. Before his laugh died away, the divine power released from Io's split form entered Io's two eldest children, transforming them from dragons into deities.

Birth of the Dragon Deities

What one deity alone could not accomplish, two working together could. Together the two new deities, Bahamut and Tiamat, fought and killed the King of Terror. Bahamut flung the King's axe into the starry sky.

The infusion of divine power granted more than just divine strength to Bahamut and Tiamat. Io's character also split. His desire to protect creation and his sense of fairness took root in Bahamut, now worshiped as a deity of justice, honor, and protection. Tiamat embodied Io's hubris, arrogance, and covetousness and came to be revered as a deity of greed and envy.

The two dragon deities looked at each other across the corpse of the defeated King of Terror. Neither could suffer the other to exist.

They leapt for each other and battled for days. Finally, Tiamat fled, and the two deities returned their attention to the larger war against the primordials.

Worship by Chromatic Dragons

Uncountable millennia have passed since Bahamut and Tiamat rose. In that time, mortal dragons have multiplied across the world. Chromatic dragons openly prefer Tiamat, but other deities have also found dragons' favor.

Asmodeus

Asmodeus is the evil deity of the Nine Hells. He is patron of the powerful, deity of tyranny and domination, and the commander of devils. Of all the chromatics, red dragons are the most likely to commit to the service of Asmodeus. A red dragon's natural desire to tyrannize finds resonance in Asmodeus's hierarchy of power and pain. What red dragon would overlook the chance to install devilish guardians in its volcanic lair?

Avandra

The deity of change, Avandra delights in freedom, trade, travel, adventure, and the frontier. Many also see her as a patron deity of luck, the quality for which some chromatic dragons revere her—but only dragons that are not especially evil in behavior. Tiamat's clergy reviles dragons that revere Avandra over

Tiamat, but Avandra's draconic followers are nowhere as despised as the chromatics that follow Bahamut's teachings.

Bahamut

Called the Platinum Dragon, Bahamut is the deity of justice, protection, nobility, and honor. Lawful good paladins often revere him, and metallic dragons worship him as the first of their kind. Of all the deities, Bahamut receives the least reverence from chromatics. Sometimes a chromatic might rebel against its inner nature, following Bahamut's teachings as a new paradigm through which to live out the centuries. Bahamut offers guidance to dragons that follow his path, because the church of Tiamat sends powerful clerics to destroy any chromatic dragon it learns has switched its devotion to the Platinum Dragon.

Bane

Bane is the deity of war and conquest. He commands his followers to overpower the weak, subjugate the survivors, and spread war everywhere. Though militaristic nations of humans and goblins serve him, many chromatics also warm to Bane's message of perpetual conquest. With never-ending war comes the opportunity for never-ending pillage: Chromatics welcome the opportunity to profiteer, and they dramatically enhance the value of their hoards by taking advantage of and indeed even fomenting war. They break peace treaties and otherwise make certain that neighboring kingdoms live in armed fear of one another.

Corellon

The deity of spring, beauty, and the arts, Corellon is the patron of arcane magicians and the fey. Some believe he seeded the world with arcane magic, which is why chromatic dragons might come to revere this deity more often associated with eladrin and elves. Wily red dragons especially find the accumulation of arcane knowledge a most important pursuit. Thus, they might keep shrines to Corellon in their lairs. Indeed, one of Corellon's commands to his followers is to seek out lost magic items, forgotten rituals, and ancient works of art. What dragon does not already do that?

Erathis

Erathis is the deity of civilization, so her values oppose those of most chromatic dragons. As a founder of cities and writer of laws, Erathis creates order and organization among the helpless multitudes, whereas chromatics value the strength of the individual and the right of individuals (in other words, themselves) to do as they please. Erathis's role as the muse of great inventors has called to a few blues, browns, and other individual dragons that value new ideas, but on the whole Erathis has few chromatic worshipers.

Gruumsh

Gruumsh is the chaotic evil deity of destruction, lord of marauding barbarian hordes. He exhorts his followers to slaughter and pillage, a dictate that chromatic dragons find easy to accommodate. On more than one occasion, a chromatic dragon that has pledged itself to Gruumsh has risen to command an army of despoilers.

Ioun

Ioun is the deity of knowledge, skill, and prophecy. Sages, tacticians, and seers revere her, as do all who live by their knowledge and mental power. Some older chromatic dragons become more concerned with their wealth of knowledge than the wealth of their hoards. These dragons find Ioun a natural match and set up shrines to the deity in their lairs.

Kord

Kord is the storm deity and the lord of battle. He revels in strength, battlefield prowess, and thunder. For all these qualities, he draws a few chromatic dragons from every generation, especially blue ones. An adult blue dragon called Echo leads the Temple of Storms in the Windrise Peaks, hallowed to Kord. This devout blue flies every night amid the thundering clouds. Each day, Echo descends to the valleys to fight in the constant skirmishes between quarrelsome orc tribes.

Lolth

Lolth is the chaotic evil deity of shadows, lies, and spiders. Though she is predominantly known for her patronage of the drow, chromatic dragons appreciate her deceptive qualities. Black and purple dragons might become adherents—and in their study of treachery learn something of spiders, too. From time to time, drow and chromatics pledged to Lolth work together. Lolth's priestesses attempt to ensure that in any such arrangement, the dragon does not gain the upper hand. They do not always succeed.

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Melora

Melora is the deity of the wilderness and the sea. She personifies the natural aspects of deserts, seas, wild lands, and forests. Chromatic dragons sometimes see her as the natural protector of such places and find the savage fury she can stir in her followers to be more pure than the true evil that Tiamat commands. A dragon hungers and must eat, but must it cause more pain and suffering in doing so than necessary? Dragon followers of Melora believe they need not. They promise their prey a quick death.

Moradin

Moradin is the lawful good deity of creation and the patron of artisans, especially miners and smiths. He carved the mountains from the elemental earth, giving form to what the primordials had left formless. The power of Moradin is such that he draws a tiny fraction of chromatics into his fold, despite his alignment.

According to one story, a black dragon that cleaned out a dwarven fortress found a shrine to Moradin there. Over a period of several years, the black learned more about the creator deity. In time, the dragon pledged itself to the deity's cause. The dragon's first task was to atone for all the dwarves slain in taking control of the fortress—a task that required the dragon's remaining centuries to complete.

Pelor

Deity of the sun and summer, Pelor is the keeper of time. He supports those in need and opposes all forms of evil. Thus, followers of Pelor more often oppose chromatic dragons than welcome them into their fold. As a quintessentially human deity, Pelor strikes chromatics at best as an interfering annoyance and at worst as a dangerous foe who inspires crazed priests and paladins intent on slaying dragons.

The Raven Queen

Spinner of fate and patron of winter, the Raven Queen marks the end of each mortal life. She takes away the souls of creatures killed by chromatic dragons, so some dragons see themselves as her agents, collecting her due. Some go so far as to adopt the Raven Queen as their true deity—especially white dragons, who find her command of winter a natural extension of their own nature.

Sehanine

Deity of the moon and autumn, Sehanine is the patron of trickery and illusions. For this reason, a surprising number of chromatics, especially greens and blacks, revere her. They see her dominion over trickery and illusions as a facet of dominion over love; to most chromatics, love is a trick to play on others. Purples and grays also sometimes revere Sehanine for her instructions to seek new horizons: grays across the surface of the world, and purples under it.

Tiamat

Tiamat is the evil deity of wealth, greed, and envy, and the patron of chromatic dragons. She urges her followers to take vengeance for every slight. Most chromatic dragons that worship a deity worship Tiamat.

Tiamat requires that her followers keep a vigilant eye out for adherents of Bahamut—whether those adherents are dragon or not—and stamp them out at any cost. Her greed knows no bounds. She might even claim the hoards of chromatic dragons that do not pledge themselves to her.

Of all the deities, Tiamat takes the most mortal consorts—always dragons. The dragons she chooses are usually chromatics, but she might court dragons of other families if they prove themselves to her.

Torog

Torog is the evil deity of the Underdark, patron of jailers and torturers. Also called the King That Crawls, Torog listens for anyone foolish enough to speak his name on the surface. If he hears his name, he might dispatch a servant to collect the offender. On rare occasions, he personally burrows up from below and drags the hapless speaker underground to an eternity of imprisonment and torture, but he prefers to send creatures of the Underdark to do the job—creatures such as purple dragons. Legend has it that Torog keeps a realm at the center of the world and that purple dragons assiduously seek it, believing they will find great reward there.

Vecna

Vecna is the evil deity of the undead, necromancy, and secrets. He rules that which is not meant to be known and that which people wish to keep secret. A few dragons prefer Vecna to Tiamat because, despite Vecna's affiliation with the undead, he knows secrets likely to surpass those of all other deities. Tiamat commands vengeance; Vecna commands the deepest

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of dark mysteries. Indeed, dragons that wish to learn the secret of becoming undead could do worse than follow the tenets of Vecna.

Zehir

Zehir is the evil deity of darkness, poison, and assassins. Snakes are his favored creation, and yuan-ti adore him. Despite a long-standing desire to distinguish themselves from snakes and reptiles, chromatic dragons that have an affinity for darkness and poison throw in their lot with Zehir. Green dragons, in particular, find reverence to Zehir a natural fit; they call each of their victims a sacrifice to the deity of darkness.

No Deity

Many chromatic dragons are apostates. They know of the existence of the deities—especially Tiamat, who helped shape their kind—but either they never develop a strong enough reverence for any divine being to become worshipers, or they renounce their patron deities for one reason or another. Others study the convoluted clashes and claims of deities and decide divine beings are nothing more than powerful individuals claiming prerogatives not due them. After all, in the fullness of time, every dragon believes that perhaps one day it will become as powerful.

Exarchs

Deities maintain distance and detachment from the everyday happenings of the world—even from mighty dragons that choose to worship those deities. Thus, deities employ exarchs to act on their behalf. Exarchs sometimes even go so far as to listen for prayers directed toward the deities they serve.

Dragon exarchs do more than just help their deities deal with a cosmos of worshipers: They also act as points of familiarity for chromatic dragons interested in serving their deities. Although a given dragon might not wish to serve Corellon, it might not mind offering reverence to Astilabor (see below) and thus indirectly serving Corellon.

Dragon exarchs are powerful dragons that rise in prominence either in the world or out among the wider planes. Brief descriptions of some chromatic dragon exarchs follow.

Aasterinian

Deity: Avandra

Aasterinian is a mischievous blue dragon who enjoys learning through play, invention, and pleasure. She serves primarily as Avandra's messenger and especially likes to deliver decrees that set great changes in motion.

Dragons that revere Aasterinian appreciate her flightiness and quick wits. All dragons applaud her

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stance that they should think for themselves and rely on their own devices.

Astilabor

Deity: Corellon

Astilabor's hoard was once the penultimate collection of ancient art, magic, and prose created by the deity Corellon. When he invited this red dragon to become one of his exarchs, she accepted. She represents the natural draconic desire to acquire treasure and power, tempered by the knowledge that naked greed can bring doom to a hoard.

Dragons revere Astilabor because of her representation of wealth and power and because of her guidance in avoiding acts that might endanger their hoards. Though Astilabor claims to decry thievery, stolen goods sometimes find their ways into the hoards of dragons that revere her, with no consequence.

Chronepsis

Deity: The Raven Queen

Chronepsis cares not for a soul's disposition. This gray dragon is silent, unconcerned, and dispassionate—the perfect exarch for the Raven Queen. Indeed, for those souls that prove troublesome by lingering when they should move beyond, Chronepsis demonstrates a valuable ability to consume the forms of dead and undead alike.

Dragons that revere Chronepsis see him as a passionless judge in fate and death, a disinterested

observer of the world. When dragons die, their souls might well pass under his scrutiny. He does not dispense punishment or seek to right perceived wrongs. He merely shuttles souls toward their fates.

Falazure

Deity: Vecna

Known as the Night Dragon, Falazure is known for his vampirelike breath of life-draining miasma. He appears as a gaunt black dragon sometimes so emaciated he seems more akin to a dracolich.

As a devotee of Vecna, Falazure teaches that a multitude of secrets can extend a dragon's long life even longer. Many of those secrets involve necromancy and vampiric regeneration, but not all of them do. Falazure also knows other hidden dragon secrets, so dragons pray to him to learn whatever he will divulge.

Chromatic Dragons in Detail

The following material expands upon information already given about the varieties of chromatic dragons. The favored treasure indicated for each variety is just that: favored, not exclusive. Similarly, the maximum life spans are approximations. These numbers merely describe the greatest ages that sages have confirmed. Individual dragons, particularly those of great power and strong will, might live substantially longer than the given maximums.

Values in the size tables are typical; an individual dragon can vary from these figures by as much as 25 percent—or, for particularly exceptional dragons, even more. This deviation occurs frequently among Gargantuan dragons, since the size of a truly ancient wyrm theoretically has no limit.

Black Dragons

Also called skull dragons (due to the general shape of their heads) and swamp dragons, black dragons are perhaps the most malicious chromatics. Reds might have greater tempers, greens more ambition to deceive and control, but few other dragons share the cruelty of black dragons. Black dragons hunt not merely to survive or to protect their territory, but also for the sheer joy of causing pain. They care not whether their victims are helpless or hazardous, weak or powerful. Violence brings satisfaction.

Lesser-Known Chromatics

Some chromatic dragons are better known than others. Among the lesser-known chromatics are varieties that might have no connection, past or present, with Tiamat. These include browns, grays, and purples. They have appeared in previous grimoires and bestiaries as one-offs, without affiliation to any known dragon group. Previously described respectively as sand, fang, and deep dragons, these brown, gray, and purple dragons are not so much new chromatics as newly acknowledged members of the chromatic dragon family. As such, they are featured here along with the better-known chromatic dragon varieties.

Black dragons are also among the most cowardly of chromatic dragons. Though quick to engage in combat, they also quickly retreat if opponents prove more dangerous than expected. Given black dragons' propensity for laying ambushes and striking from hiding, however, would-be victims might find it impossible to distinguish a fleeing black dragon from one regrouping to attack from another angle.

When possible, black dragons prefer to feed on sentient beings, considering fey creatures particular delicacies. The bulk of their diet consists of swamp creatures such as snakes, alligators, small mammals, and birds. Like alligators, black dragons might let their prey rot in the mud at the bottoms of swamps because they prefer the texture and flavor of putrefied flesh.

Black dragons fight on land only when circumstances force them to do so. They prefer to fight either in the water or on the wing.

Lairs and Terrain

Black dragons favor swamps and bogs: anywhere with deep, murky water, thick trees, and fetid vegetation. The water gives them an advantage in combat, because the scents of growth and rot common to swamps help to cover the acidic tang of the dragons' presence. Only a deep swamp in which a dragon can submerge serves the dragon's purposes, so shallow marshes rarely harbor black dragon lairs.

When a black dragon cannot find a deep swamp, it settles for any area where freshwater and earth come together in great quantities. Jungles and rain forests might host black dragons, as might lakes in all but the coldest climes. Purported lake monsters might in fact be black dragons that have gone unrecognized outside their usual swamps.

Black dragons loathe salt water. Although salt water does not harm them, it irritates their flesh like a bad rash. Thus, although black dragons might dive into salt water to escape foes, they never make their homes in salt marshes.

For their lairs, black dragons favor systems of caves or hollows with multiple chambers, some

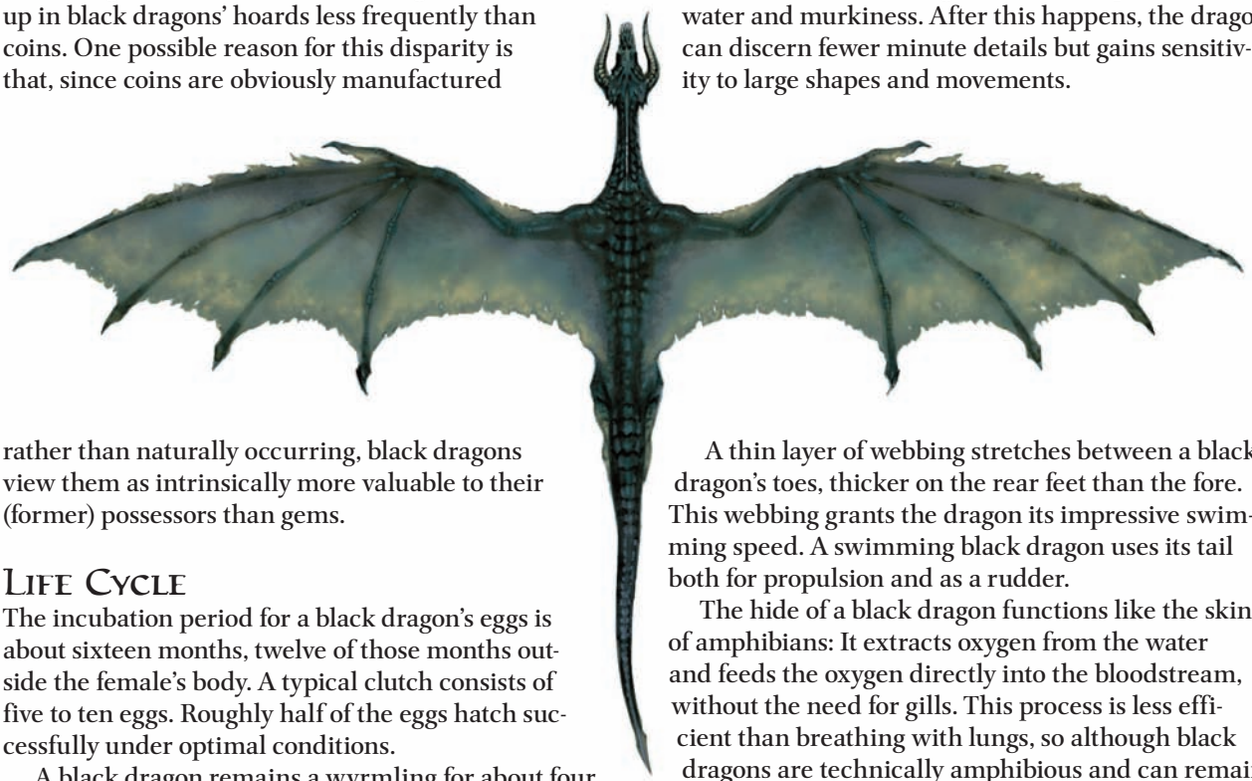
BLACK DRAGONS BY SIZE

Overall Size	Body Length	Neck Length	Tail Length	Body Length	Standing Width	Height	Maximum Wingspan	Minimum Wingspan	Weight
Medium	15 ft.	5 ft.	5 ft.	5 ft.	2½ ft.	3½ ft.	25 ft.	12 ft.	300 lb.
Large	30 ft.	9 ft.	8 ft.	13 ft.	4½ ft.	6½ ft.	36 ft.	18 ft.	2,400 lb.
Huge	53 ft.	15 ft.	15 ft.	23 ft.	7 ft.	11 ft.	60 ft.	30 ft.	19,500 lb.
Gargantuan	83 ft.	23 ft.	23 ft.	37 ft.	9 ft.	15½ ft.	80 ft.	40 ft.	159,000 lb.

partly submerged. A black dragon locates the main entrance underwater and hides the entrance either under thick layers of plant life or under a wall of mud through which the dragon can swim.

Favored Treasure

Black dragons favor coins over other sorts of treasure, because coins can survive long-term immersion better than fragile paintings or sculpture. Although coins tarnish, they do not rust as other metals do. Gems might survive even better, but gems show up in black dragons' hoards less frequently than coins. One possible reason for this disparity is that, since coins are obviously manufactured rather than naturally occurring, black dragons view them as intrinsically more valuable to their (former) possessors than gems.



Life Cycle

The incubation period for a black dragon's eggs is about sixteen months, twelve of those months outside the female's body. A typical clutch consists of five to ten eggs. Roughly half of the eggs hatch successfully under optimal conditions.

A black dragon remains a wyrmling for about four years. It reaches adulthood at approximately 125 years and becomes an elder around the age of 900. It becomes ancient at around 1,600 years and passes away by the age of 2,200.

When a deceased black dragon experiences environmental diffusion, the result is an area of abnormal humidity and foul soil. Few plants grow there, and those that do are poisonous. Any water that collects in the area becomes acidic and burns to the touch—not enough to cause real damage, but enough to hurt. It is not potable.

Physical Characteristics

Black dragons appear abnormally slender in comparison to other chromatic dragons—wiry, but not gaunt. Although their forward-jutting horns look fearsome, the horns serve no offensive use. They simply protect the dragon's head. The sunken eyes contribute to the head's infamous skull-like appearance.

When a black dragon submerges, a number of muscular and nervous changes take place. The eyes bulge dramatically, pressed outward by the dragon's facial muscles as the dragon's vision adapts to the water and murkiness. After this happens, the dragon can discern fewer minute details but gains sensitivity to large shapes and movements.

A thin layer of webbing stretches between a black dragon's toes, thicker on the rear feet than the fore. This webbing grants the dragon its impressive swimming speed. A swimming black dragon uses its tail both for propulsion and as a rudder.

The hide of a black dragon functions like the skin of amphibians: It extracts oxygen from the water and feeds the oxygen directly into the bloodstream, without the need for gills. This process is less efficient than breathing with lungs, so although black dragons are technically amphibious and can remain underwater for hours or days, they must surface and spend a few hours breathing air at least once or twice a week.

Black dragons have a strong, acrid scent.

Optional Rules

A black dragon ignores cover or concealment granted by dirty water or other opaque liquids.

When underwater, a black dragon gains a +4 bonus to Stealth checks.

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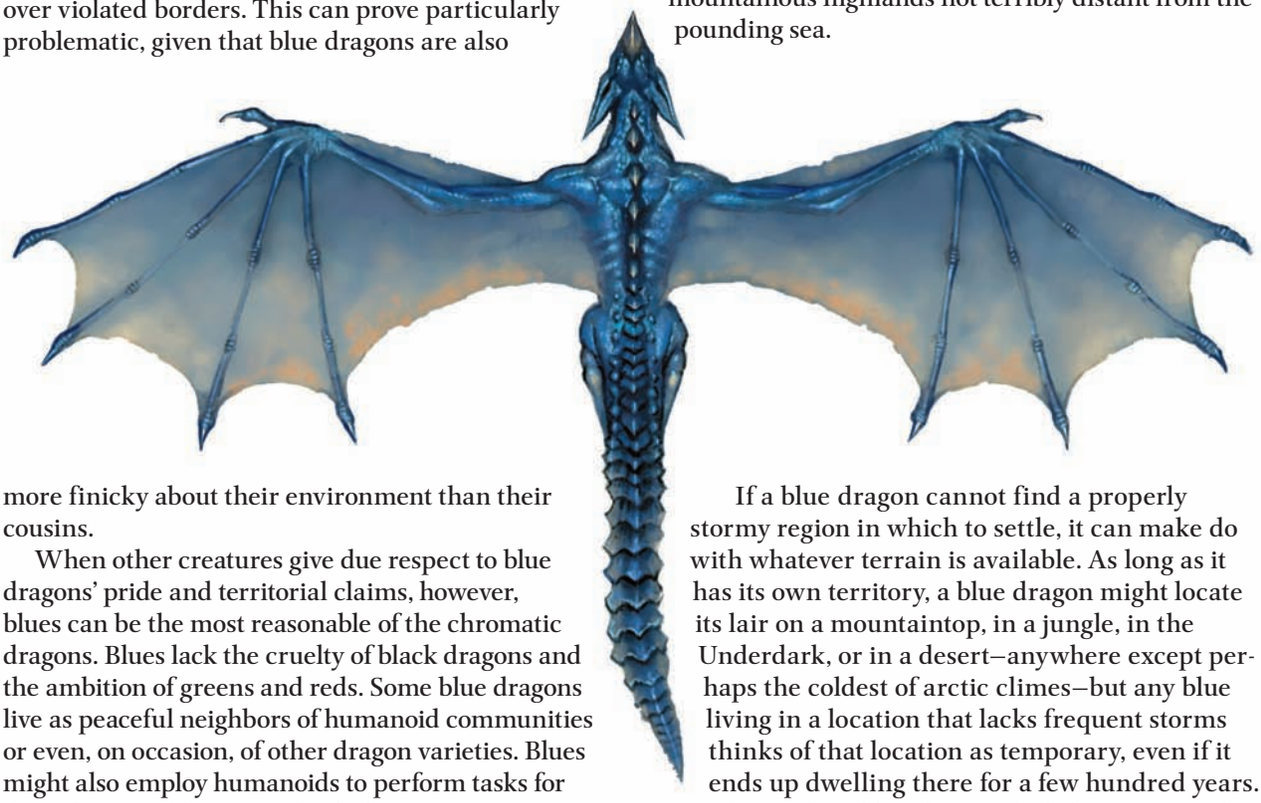
Blue Dragons

Blue dragons, also known as storm dragons, are among the most vain and prideful of an arrogant race. They take great pleasure in wielding their power, engaging in combat or lording over humanoids and other lesser creatures to prove that they can do so, rather than out of any real desire for results. A blue dragon might forgive insults, but it reacts with rage to any insinuation that it is weak or inferior.

Blues are also extremely territorial dragons. They rarely give intruders, even accidental ones, the opportunity to explain themselves. Blue dragons are more likely than other varieties of chromatic dragons to battle powerful enemies or other dragons over violated borders. This can prove particularly problematic, given that blue dragons are also more finicky about their environment than their cousins.



When other creatures give due respect to blue dragons' pride and territorial claims, however, blues can be the most reasonable of the chromatic dragons. Blues lack the cruelty of black dragons and the ambition of greens and reds. Some blue dragons live as peaceful neighbors of humanoid communities or even, on occasion, of other dragon varieties. Blues might also employ humanoids to perform tasks for them, because blues enjoy both the opportunity to command others (thus showing their superiority) and the accomplishment of goals without having to exert themselves.

Blue dragons savor large prey such as cattle and herd animals, preferring meals of fewer, larger creatures over many small meals. Blues have no particular desire to hunt sentient prey, but neither have they any compunction about doing so if opportunities present themselves. Blues prefer their meat charred but not cooked through: "lightly kissed by the lightning," as one blue reputedly put it.

Blue dragons rarely land during combat, preferring flight and far-reaching attacks to lumbering over land in close melee. Because they like to fight from a distance, blue dragons consider combat a long-term engagement. They fly near enough to their opponents to unleash a few barrages, then vanish, and then return—sometimes minutes or hours later.

On rare occasions when a blue dragon hunts from the ground or rests away from its lair, it conceals itself beneath the terrain, burrowing with powerful claws. Because most stormy regions have soft ground, such as the sand of a coastline or the rich soil of a rain forest, blue dragons find it easy to hide in this fashion.

Lairs and Terrain

Sages (and the *Monster Manual*) maintain that blue dragons prefer coastal regions. More precisely, blue dragons prefer areas subject to frequent, violent storms. Although coastal areas and seaside cliffs fit this description, so too do certain tropical isles and mountainous highlands not terribly distant from the pounding sea.

If a blue dragon cannot find a properly stormy region in which to settle, it can make do with whatever terrain is available. As long as it has its own territory, a blue dragon might locate its lair on a mountaintop, in a jungle, in the Underdark, or in a desert—anywhere except perhaps the coldest of arctic climes—but any blue living in a location that lacks frequent storms thinks of that location as temporary, even if it ends up dwelling there for a few hundred years.

Ultimately, a blue dragon finds happiness only in a place where it hears regular thunder beating on the horizon and where it can soar between clouds with the lightning.

For their lairs, blue dragons favor enormous stone ruins or caves in the sides of hills, cliffs, or mountains. Blues enjoy taking over structures built by other races. They make their lairs as lofty as possible to survey their domains from the heights. Elevation makes them feel truly part of storms that roll through. Even if a blue dragon cannot find or construct a lair at high altitude, it will likely choose a lair in which it can easily access the main entrance only by flight. Would-be intruders on land must undertake difficult, if not nearly impossible, climbs.

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BLUE DRAGONS BY SIZE

Overall Size	Body Length	Neck Length	Tail Length	Body Length	Standing Width	Height	Maximum Wingspan	Minimum Wingspan	Weight
Medium	16 ft.	7 ft.	4 ft.	5 ft.	3 ft.	4 ft.	24 ft.	12 ft.	320 lb.
Large	31 ft.	13 ft.	7 ft.	11 ft.	5 ft.	7 ft.	36 ft.	18 ft.	2,500 lb.
Huge	55 ft.	20 ft.	14 ft.	21 ft.	8 ft.	12 ft.	60 ft.	30 ft.	20,000 lb.
Gargantuan	85 ft.	28 ft.	22 ft.	35 ft.	10 ft.	16 ft.	80 ft.	40 ft.	160,000 lb.

Favored Treasure

Blue dragons favor treasures as visually appealing as they are valuable. Blues love gems, particularly sapphires and other blue stones. They equally admire lovely works of art and jewelry. Although such an event is rare, given blues' innate draconic greed, blue dragons have been known to leave behind treasures they find unattractive, feeling that the presence of such treasures would sully the magnificence of their hoards and thus the magnificence of the dragons themselves.

Life Cycle

Blue dragon eggs incubate for approximately twenty months, the last fifteen in the nest. An average clutch numbers two to four, and most eggs hatch into healthy wyrmlings.

Blue dragons grow from wyrmlings into youth after about seven years. They become adults around age 160 and elders after about a thousand years. They become ancient at about 1,800. The oldest known blue dragon died at approximately 2,300 years of age.

A blue dragon that undergoes environmental diffusion after death creates a permanent storm in the vicinity. This effect happens even underground, though cramped conditions might slacken the strength of the winds. Although the severity of wind and rain rises and falls, ranging from gentle gusts and mild showers to hurricane-force torrents, the storm never dissipates entirely, regardless of the prevailing weather conditions outside it.

Optional Rules

A blue dragon ignores any cover or concealment granted by rain and other nonfrozen precipitation.

Because its scales so closely match the surrounding sky, a flying blue dragon can make Stealth checks to hide from creatures on the ground or at lower altitude, even if it does not have cover or concealment. (It still takes all standard Stealth penalties for movement and other actions it might take.)

Due to its powerful claws and its habit of burrowing in the sand or soil of its territory, a blue dragon has a burrow speed equal to half its land speed.

When flying and fighting in a storm or inclement weather, a blue dragon ignores any movement (including forced movement) or cover penalties associated with the storm.

Physical Characteristics

The scales of blue dragons are slightly more reflective than those of other chromatic dragons. A person could not use a blue dragon's scales as mirrors, but in blue or dark environments, the scales take on the surrounding hue and blend into the sky or elements around them.

The horns and brow ridge of a blue dragon funnel rainwater and other precipitation away from the eyes. When combined with a blue dragon's keen vision, this feature enables the dragon to see better in inclement weather than most creatures do.

The wings of blue dragons are more flexible than those of other chromatics. Blue dragons use winds to steer and to boost their speed, like sailors tacking a ship.

A blue dragon might smell of ozone, though the presence of a storm or even a mild wind can mask this scent.

Brown Dragons

Brown dragons revel in the comfort of sand-covered lairs filled with treasure they have filched from desert tombs. Browns also like exotic live food kidnapped from far lands.

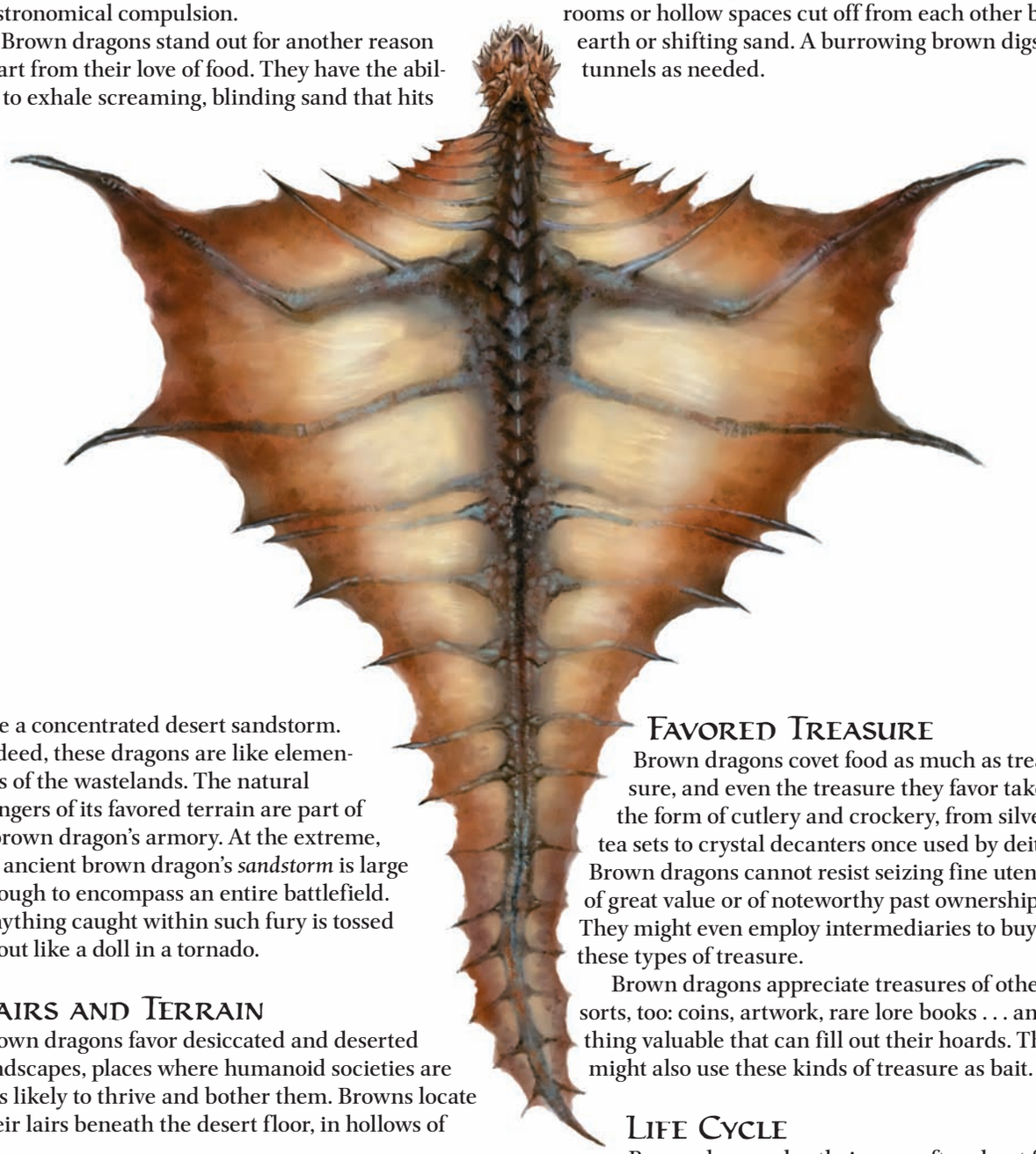
To come face to face with a brown dragon requires extra work on the part of a would-be vanquisher. Brown dragons accomplish their goals in a manner that puts them in the least amount of danger—or, more accurately, requires the least effort. For instance, if given a choice between attacking an armed castle to eat the baron's horses or swooping down on a straggling bull among a herd of buffalo, a brown dragon chooses the latter.

Nevertheless, a diet of buffalo or other easily acquired herd animals pales after a time, so even risk-averse, relatively easygoing brown dragons might take progressively greater risks to try new flavors. Brown dragons, enamored with eating well, sometimes design elaborate schemes for obtaining unusual morsels—schemes of a sort that other dragons would apply toward stealing great treasure or defending their lairs. To brown dragons, life is best lived by eating often and well. A black dragon might find satisfaction in a diet of swamp things and the occasional drowned adventurer, but a brown dragon's ultimate happiness comes with new tastes and spices.

In the extreme, this peculiarity can result in a brown dragon taking unnecessary risks in the heat of

combat, all for a chance to bite a species never before tasted. After a brown dragon samples such a new taste, it invariably muses aloud about the flavor while the fight continues. Possibly browns intend this as a tactic to demoralize foes, but more likely they follow a gastronomical compulsion.

Brown dragons stand out for another reason apart from their love of food. They have the ability to exhale screaming, blinding sand that hits like a concentrated desert sandstorm. Indeed, these dragons are like elementals of the wastelands. The natural dangers of its favored terrain are part of a brown dragon's armory. At the extreme, an ancient brown dragon's *sandstorm* is large enough to encompass an entire battlefield. Anything caught within such fury is tossed about like a doll in a tornado.



Lairs and Terrain

Brown dragons favor desiccated and deserted landscapes, places where humanoid societies are less likely to thrive and bother them. Browns locate their lairs beneath the desert floor, in hollows of empty air supported by old ruins or in buried cave mouths. Other browns might occupy large ruined structures on the desert's surface, such as grand tombs from which looters have long departed.

A brown dragon's lair consists of a series of rooms or hollow spaces cut off from each other by earth or shifting sand. A burrowing brown digs tunnels as needed.

Favored Treasure

Brown dragons covet food as much as treasure, and even the treasure they favor takes the form of cutlery and crockery, from silver tea sets to crystal decanters once used by deities. Brown dragons cannot resist seizing fine utensils of great value or of noteworthy past ownership. They might even employ intermediaries to buy these types of treasure.

Brown dragons appreciate treasures of other sorts, too: coins, artwork, rare lore books . . . anything valuable that can fill out their hoards. They might also use these kinds of treasure as bait.

Life Cycle

Brown dragons lay their eggs after about five months of a fourteen-month incubation period. They lay clutches of five to six eggs, with an average of three hatching successfully under optimal conditions.

The wyrmling stage of brown dragon development lasts for approximately eight years. Young browns reach adulthood around age 130 and become elders after their 600th year. A truly ancient brown dragon has lived for at least 1,250 years, give or take a century or two. The oldest known brown dragon lived for about 2,000 years.

Optional Rules

A brown dragon in desert or similar wasteland terrain gains a +4 bonus to Stealth checks.

Some brown dragons dig out hollow areas just beneath the surface of the sands. Anyone who walks over such an area might cause it to collapse. The collapse does not create a sinkhole or endanger the walker, but it does create a subsurface, thrumming vibration strong enough to alert any nearby brown dragon to the presence of intruders.

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BROWN DRAGONS BY SIZE

Overall Size	Body Length	Neck Length	Tail Length	Body Length	Standing Width	Height	Maximum Wingspan	Minimum Wingspan	Weight
Medium	17 ft.	5 ft.	6 ft.	5 ft.	3 ft.	5 ft.	17 ft.	6 ft.	350 lb.
Large	30 ft.	10 ft.	11 ft.	10 ft.	5 ft.	9 ft.	29 ft.	11 ft.	3,000 lb.
Huge	50 ft.	17 ft.	18 ft.	20 ft.	8 ft.	15 ft.	49 ft.	29 ft.	25,000 lb.
Gargantuan	80 ft.	24 ft.	28 ft.	33 ft.	10 ft.	20 ft.	65 ft.	32 ft.	180,000 lb.

When a brown dragon dies of old age in its desert lair, the dry air might preserve and mummify it, making it one more relic of lost time buried by the desert sands. When a deceased brown dragon experiences environmental diffusion, the result is an area of quicksand. Any creature that enters the quicksand must succeed on an Acrobatics or Athletics check (DC equal to the deceased dragon's level) in order to escape.

Physical Characteristics

The various hues of a brown dragon's scales allow it to blend in with the sands of its terrain. Like green dragons, brown dragons might allow their scales to become scarred, tarnished, and rough to make them appear more like earth or like rocks in the sand.

The greatest difference between a brown dragon and other chromatics is the strange structure of its wings. Instead of normal dragon wings, a double crest of spines stretches from the head to the tip of the tail, each crest connected to the other by a membranous frill. The frill allows a dragon to swim through sand and earth, and, if need be, fly through the air.

Gray Dragons

In some ways, gray dragons are the most enigmatic of all chromatics. Lacking in distinctive hue, they are hunters on stony borderlands, forever soaring in the sky's embrace. Also called fang dragons (for their ferocity), stone dragons (for their ability to petrify victims), and spike dragons (for their detachable spikes), these beasts share the worst qualities of other chromatic dragons.

Grays delight in the hunt at least as much as its fruits. Their desperate, animal love of stalking prey might be their defining characteristic.

Few gray dragons can muster sufficient self-discipline to reach the heights of power and reputation other chromatics enjoy. Grays spend their time far from their lairs, glorying in the savage thrill of the hunt and basking in their quarry's fear.

Gray dragons are corruptible beasts, willing to compromise any stated principle when better alternatives come along. Grays particularly delight in turning social encounters into excuses to begin elaborate chases. Even when receiving gifts of gold or other valuables in exchange for assistance, a fang dragon might break off negotiations to present the terms of a game, something like this: "You have until sunrise to flee as far as you can. At that time, I begin my hunt for you. If I find you, you lose."

On the other hand, gray dragons' unpredictability ensures that they do not always act this way. Perhaps they know that creatures that fall into routine make easier prey themselves. A shrewd diplomat can take advantage of this side of a gray dragon's nature by promising the dragon a better, future opportunity for a hunt, thus hedging a negotiation away from failure.

The occasional gray dragon finds itself the focus of savage humanoid tribal worship. Particularly primitive tribes might kowtow to gray dragons in hopes that the dragons' aptitude for stalking prey will transfer to them. More sophisticated tribes select sacrificial victims either from among their own number or, more often, from among members of enemy tribes or visitors from distant lands. Upon obtaining a victim, members of such a tribe contact the gray dragon, possibly with smoke signals. Then they release the poor soul with little or no equipment—perhaps a warning and a flint knife—to flee across barren scrubland or badlands.

Gray dragons might act as field scouts, spies, and hounds for sophisticated locals who have powerful interests. Payment for such a service is the service itself, which the dragon sees not as a service at all, but as an enjoyable pastime. Since a gray invariably eats what it catches, employers never entrust it with the delivery of live bounty—though the dragon might deliver a skull or another gnawed bone fragment from its quarry.

When hungry enough, a gray might stoop to feeding on domestic cattle, sheep, or other herd beasts, but it does so rarely; dim herd animals offer little

GRAY DRAGONS BY SIZE

Overall Size	Body Length	Neck Length	Tail Length	Body Length	Standing Width	Height	Maximum Wingspan	Minimum Wingspan	Weight
Medium	15 ft.	5 ft.	5 ft.	5 ft.	2½ ft.	3½ ft.	25 ft.	12 ft.	300 lb.
Large	30 ft.	9 ft.	8 ft.	13 ft.	4½ ft.	6½ ft.	36 ft.	18 ft.	2,400 lb.
Huge	53 ft.	15 ft.	15 ft.	23 ft.	7 ft.	11 ft.	60 ft.	30 ft.	19,500 lb.
Gargantuan	83 ft.	23 ft.	23 ft.	37 ft.	9 ft.	15½ ft.	80 ft.	40 ft.	159,000 lb.

thrill or challenge for the chase. Grays subsist almost entirely on a diet of humanoids that are intelligent or dangerous enough to provide at least the semblance of a contest.

A gray dragon prefers to stay aloft during a fight. From the air, it uses its *breath weapon* and attacks with reach, riveting foes with rocky spikes from tail and claws. If one or more opponents take to the air to close with the dragon, the gray either focuses all its attacks on one or two brave flyers or, if three or more attackers have taken wing, beats a hasty retreat for the horizon to seek easier prey. Although gray dragons enjoy the hunt, they are less keen on fair fights against truly dangerous foes.

Lairs and Terrain

Gray dragons prefer badlands, scrubland, dry prairies, and other clear terrain over terrain that contains visual obstructions. They like to see potential quarry for miles around as they ride high thermals like gigantic birds of prey. A gray can see the tiniest movement across a plain and might dance from thermal to thermal for hours to bridge the gap to a distant thing it wants to investigate.

A gray dragon might establish a temporary lair while on an extended hunt in a region far from its permanent lair. Such a simple outpost gives the gray a place to sleep, a place to eat its catch, and a place to store any treasure destined for its main hoard. Grays locate these outposts on mountain ledges or in similar locations accessible only by air. The dragons leave such lairs unguarded, returning each night to feast on the fruits of their hunts.

A gray dragon's home lair might stand abandoned for weeks or months at a time, so before it leaves on a hunt the dragon seals the lair's central chamber with an avalanche of boulders and petrified victims.

Favored Treasure

Gray dragons do not prefer any type of treasure over any other type. Their hoards typically consist of items taken from the victims of past hunts: mementos and trophies of glorious successes. Even though gray dragons do not value treasure for its own sake to the extent that other dragons do, grays nevertheless take strong measures to protect their keepsakes.

Life Cycle

A gray dragon lays its eggs after about four months, for a total incubation time of twenty months. A clutch numbers one to two eggs, all of which prove viable under optimal conditions.

A gray dragon is a wyrmling until about the age of ten and is young until nearly age 200. It becomes an elder at around 900 years and an ancient around 1,400. The oldest confirmed age any gray dragon has reached is approximately 2,100 years.

When a gray dragon dies, it petrifies, becoming a spiky outcropping with an uncannily draconic shape. When a deceased gray dragon experiences environmental diffusion, the result is an area of abnormal aridity. Streams running through the area dry up, as do wells. Any creature that spends more than an hour in the area becomes parched, and water stored in containers somehow disappears.

Physical Characteristics

Stony spikes stud gray dragons' scales and limbs. A gray's spikes can detach, allowing it to pin potential prey to the earth with the appropriate attack.

A gray's scales range from limestone white to granite gray, serving as excellent camouflage in the dragon's preferred terrain. As the

Optional Rule

Due to its exceptional eyesight, a gray dragon takes only a -4 penalty to attack rolls, rather than -5, when attacking a target that has total concealment.

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dragon flies, its lighter-shaded underbelly blends in with clouds and sky from the vantage point of viewers on the ground.

A gray dragon's oversized mouth is a sea of fangs. Several of its fangs are long enough to prevent the dragon from completely closing its mouth. A collection of fanglike horns protrude from the lower jaw. These horns allow the dragon to crack open the exterior of a petrified victim and access the soft interior.

Gray dragons smell strongly of sun-warmed stone and faintly of long-dead carrion.

Green Dragons

Few dragons are as utterly reviled among humanoids as green dragons, known also as forest dragons. Although green dragons might not be as powerful or as destructive as some of their kin, they are innately and instinctively deceptive. They lie as easily as people speak, and they are good at it. They love intrigue and prefer to achieve their goals through guile and double-dealing over any other means. Any brute can hunt, but it takes skill and intelligence to trick one's prey into offering itself for dinner. Adding this attitude to a green's belligerent nature—to a green dragon, a weak creature is either prey or pawn, and nearly all creatures are weak—makes the creature a loathsome, conniving beast.

Green dragons are among the chromatics most likely to interfere with nearby humanoid communities. Some greens terrorize their neighbors into obedience. Others play and experiment with local political and mercantile interests. A green dragon might use bribes and intimidation to gain the cooperation of a few select members of a community and then see how much authority it can obtain by proxy before other humanoids discover its minions. Greens might not have lofty goals for this sort of manipulation; they enjoy the process and the practice for its own sake.

Green dragons might negotiate peaceful coexistence with their neighbors, as long as territories and resources do not overlap. Anyone entering into such an arrangement, however, should do so with great care. Green dragons take devilish delight in finding loopholes in such agreements.

Green dragons prefer sentient mammalian prey over any other kind. Because obtaining such prey can be difficult, however, greens subsist mostly on woodland creatures, such as deer, bears, and wolves.

Perhaps because their terrain often has a canopy of vegetation, green dragons fight equally well on wing and on land. When battling on or near the ground, greens attack from the cover of trees or from hidden contours of the earth. Woodland obstacles impede humanoid foes' ranged attacks more than they impede green dragons' area attacks.

Green dragons frequently patrol their terrain, flying above the canopy and stalking through the underbrush. They do this primarily to locate intruders but also to know every little feature of and change to their territory. They learn every possible path, hiding place, and refuge. This preparation makes them more effective hunters and offers them means of retreat if any battles turn against them.

Lairs and Terrain

Green dragons prefer areas of thick vegetation. By far, they prefer temperate and cold forests to steamy jungles and nonforested land. They particularly favor woods with large and imposing trees—the older and more massive, the better. Greens might accept smaller woods as less desirable alternatives, as well as jungles and overgrown bogs. When a green dragon cannot find any suitable forest or woodland, it might settle for an area of rolling hills or similar terrain, using slopes and valleys for cover and concealment in the same way that its more fortunate cousins use the trees of the forest.

Green dragons prefer caves in forested hills and cliffsides for their lairs. Where they cannot find such convenient openings, they might topple the mightiest of trees into great heaps and make their homes in the hollows of these wooden hills. Some green dragons even lair inside the trunks of the largest, fey-touched trees.

Favored Treasure

Although green dragons covet any treasure, they particularly like hand-crafted items ranging from sculpture and artwork to ornate swords and magic armor. They love to own anything into which someone else put a lot of work. Though a dragon might not force a crafter to create art, the wyrm takes satisfaction in ultimately benefiting from an artisan's creative labor.

Green dragons also like to keep large supplies of coins and small gems at hand for suborning merchants or members of local communities. Though as loath to

GREEN DRAGONS BY SIZE

Overall Size	Body Length	Neck Length	Tail Length	Body Length	Standing Width	Maximum Height	Maximum Wingspan	Minimum Wingspan	Weight
Medium	16 ft.	5 ft.	6 ft.	5 ft.	3 ft.	5 ft.	24 ft.	12 ft.	320 lb.
Large	31 ft.	10 ft.	11 ft.	10 ft.	5 ft.	9 ft.	36 ft.	18 ft.	2,500 lb.
Huge	55 ft.	17 ft.	18 ft.	20 ft.	8 ft.	15 ft.	60 ft.	30 ft.	20,000 lb.
Gargantuan	85 ft.	24 ft.	28 ft.	33 ft.	10 ft.	20 ft.	80 ft.	40 ft.	160,000 lb.

part with their wealth as any other dragons, greens might consider bribes worthwhile investments if they feel that particularly well-placed agents will ultimately bring them greater power or amusement.

Life Cycle

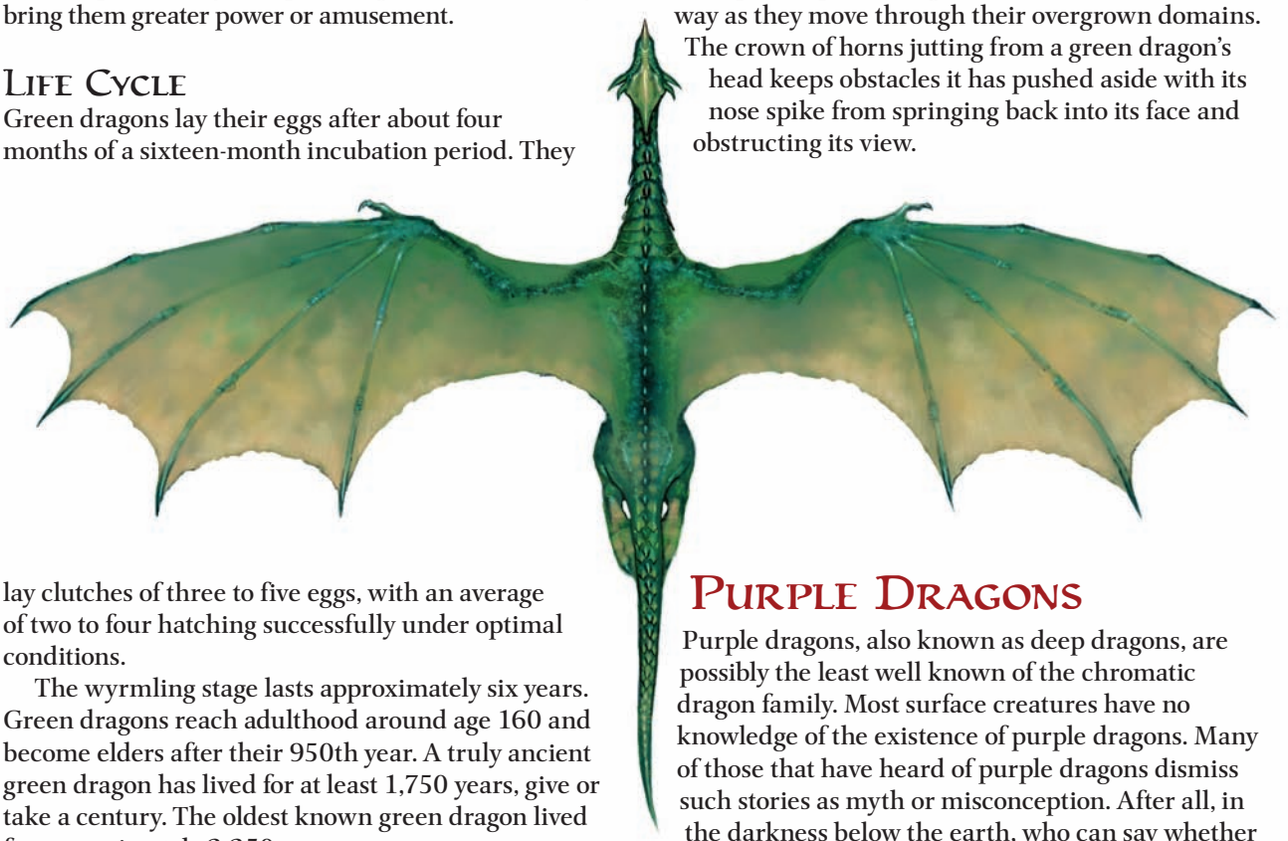
Green dragons lay their eggs after about four months of a sixteen-month incubation period. They lay clutches of three to five eggs, with an average of two to four hatching successfully under optimal conditions.

The wyrmling stage lasts approximately six years. Green dragons reach adulthood around age 160 and become elders after their 950th year. A truly ancient green dragon has lived for at least 1,750 years, give or take a century. The oldest known green dragon lived for approximately 2,250 years.

The environmental diffusion of a deceased green dragon results in an area of lush, beautiful, and deadly plant growth. Grasses, trees, and other vegetation, nearly all of them poisonous, grow swiftly to abnormally large size. These areas also touch on the Feywild more often than do other parts of the woodlands.

Physical Characteristics

The various hues of a green dragon's scales allow it to blend in easily with foliage, an ability that greens enhance by allowing their scales to become scarred, tarnished, and, in some cases, mossy. As with black dragons, green dragons do not use their prominent horn as a weapon. Instead, they primarily use their nose spike to push foliage and branches out of the way as they move through their overgrown domains. The crown of horns jutting from a green dragon's head keeps obstacles it has pushed aside with its nose spike from springing back into its face and obstructing its view.



Optional Rules

A green dragon in thickly forested or other vegetation-heavy terrain gains a +4 bonus to Stealth checks.

Some green dragons regularly dose the thorns and brambles of plants in their territory with their poisonous breath, eventually building up a dangerous coating. Anyone pushed or pulled into a thorn bush or briar so treated takes 3 poison damage and ongoing 3 poison damage (save ends), in addition to any damage the thorns normally deal. Manipulating or attempting to climb plants treated in this way results in 1 point of poison damage and ongoing 1 poison damage (save ends).

Purple Dragons

Purple dragons, also known as deep dragons, are possibly the least well known of the chromatic dragon family. Most surface creatures have no knowledge of the existence of purple dragons. Many of those that have heard of purple dragons dismiss such stories as myth or misconception. After all, in the darkness below the earth, who can say whether a dragon's scales are purple or black?

Black dragons rarely live far underground. The deeper explorers descend, the more likely they are to encounter a purple dragon than a black. People who live permanently in the deep hollows of the earth know purple dragons as an all-too-real and much-feared threat.

A purple dragon is a talented manipulator of other creatures. It achieves control through lies, misdirection, and direct mental domination. A purple dragon might seek control for any number of reasons, including sheer delight in bandying its power about, a desire to form a bulwark of allies and thralls for security, or curiosity about newly discovered tunnels or crevices leading to unknown areas deeper below, for which recruiting bands of disposable explorers might serve its purposes.

As much as purple dragons enjoy controlling other creatures, however, they enjoy the thrill of exploration even more. Even as explorers discover new lands on the surface, purple dragons consider the globe's surface a paltry expanse compared to the deep volume of the world's interior, a space containing orders of magnitude more possibility. In such a vast space, wonderful mysteries await discovery. Whether they follow tradition or answer a call in their blood, deep dragons delight in exploration more than any other kind of wyrm, especially if that exploration

SAM WOOD (2)

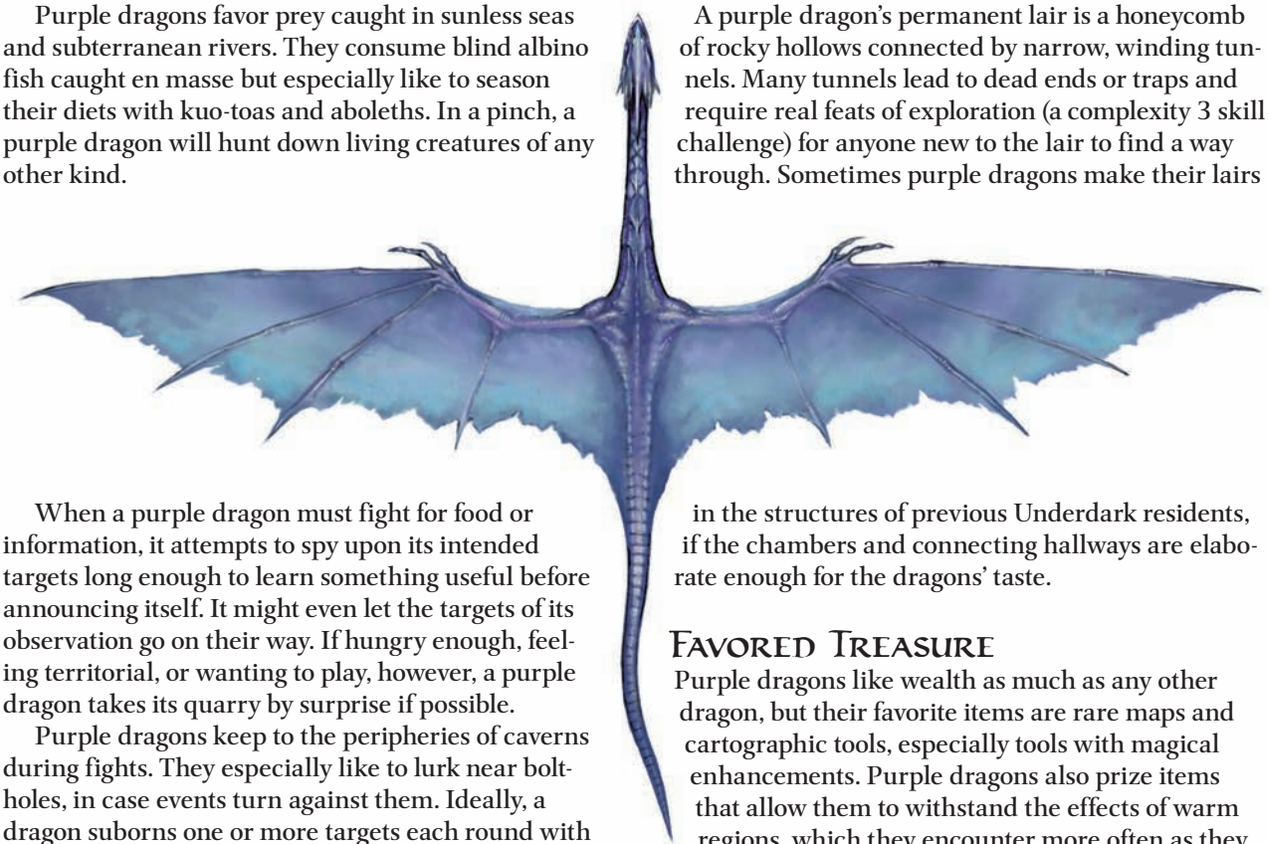
PURPLE DRAGONS BY SIZE

Overall Size	Body Length	Neck Length	Tail Length	Body Length	Standing Width	Maximum Height	Maximum Wingspan	Minimum Wingspan	Weight
Medium	16 ft.	7 ft.	4 ft.	5 ft.	3 ft.	4 ft.	24 ft.	12 ft.	320 lb.
Large	31 ft.	13 ft.	7 ft.	11 ft.	5 ft.	7 ft.	36 ft.	18 ft.	2,500 lb.
Huge	55 ft.	20 ft.	14 ft.	21 ft.	8 ft.	12 ft.	60 ft.	30 ft.	20,000 lb.
Gargantuan	85 ft.	28 ft.	22 ft.	35 ft.	10 ft.	16 ft.	80 ft.	40 ft.	160,000 lb.

leads deeper into the earth. Purple dragons relish the discovery of places never before trod upon by sentient creatures—or at least not visited for ages.

A purple dragon might negotiate with people who offer information about undiscovered locations deep in the earth, but only if the dragon believes that its negotiators can provide more maps and information in the long term than it can obtain by dispatching or dominating them immediately. If such a negotiation succeeds, a purple dragon can prove a reasonable short-term ally. In fact, purple dragons have allied with disparate groups of drow many times over the centuries. Purples have also allied with undead, sometimes laying clutches of eggs with wraiths or shadows nearby to watch over the hatcheries.

Purple dragons favor prey caught in sunless seas and subterranean rivers. They consume blind albino fish caught en masse but especially like to season their diets with kuo-toas and aboleths. In a pinch, a purple dragon will hunt down living creatures of any other kind.



When a purple dragon must fight for food or information, it attempts to spy upon its intended targets long enough to learn something useful before announcing itself. It might even let the targets of its observation go on their way. If hungry enough, feeling territorial, or wanting to play, however, a purple dragon takes its quarry by surprise if possible.

Purple dragons keep to the peripheries of caverns during fights. They especially like to lurk near bolt-holes, in case events turn against them. Ideally, a dragon suborns one or more targets each round with its *dominating gaze*, seeding chaos and fear in the ranks of its foes.

Lairs and Terrain

Purple dragons live in caves, caverns, subterranean vaults, and other Underdark regions, where they remain safe from sunlight, which harms them. They can hear distant noises transmitted through rock and soil. Accustomed to the ways of the sound-distorting depths, a deep dragon can catch the sound of the merest cave cricket skittering up a wall on the far side of a vast cavern.

Purple dragons never venture from the deep recesses of the earth except, on occasion, to emerge in the Shadowfell. Some deep dragons take residence in the sunless realm, especially where rifts exist between worldly caverns and Shadowfell regions.

Because purple dragons like to explore, they can stray from their permanent lairs for great lengths of time. Older purples with sufficient resources seek scrolls of Linked Portal and similar rituals that allow them to travel quickly between their lairs and the frontiers of their subterranean expeditions.

A purple dragon's permanent lair is a honeycomb of rocky hollows connected by narrow, winding tunnels. Many tunnels lead to dead ends or traps and require real feats of exploration (a complexity 3 skill challenge) for anyone new to the lair to find a way through. Sometimes purple dragons make their lairs in the structures of previous Underdark residents, if the chambers and connecting hallways are elaborate enough for the dragons' taste.

Favored Treasure

Purple dragons like wealth as much as any other dragon, but their favorite items are rare maps and cartographic tools, especially tools with magical enhancements. Purple dragons also prize items that allow them to withstand the effects of warm regions, which they encounter more often as they penetrate deeper into the Underdark.

Life Cycle

Purple dragon eggs incubate for approximately twenty-five months, the first eight inside the female dragon. An average clutch numbers about six, and about half of the eggs hatch into healthy wyrmlings. Purple dragons

might lay their eggs in places where animate spirits are bound to the area. Such spirits might touch growing wyrmlings with their Shadowfell-derived necrotic resonances.

Purple dragons grow into youth after about nine years. They become adults at about age 190 and elders after about 1,100 years. They become ancients at about 2,200 years. Reports of purple dragons near the world's core tell of some that reach 3,000 years or more.

When a purple dragon dies, any creature that sleeps within the vicinity ever afterward has fierce nightmares. When a deceased purple dragon experiences environmental diffusion, the result is an area where small mushrooms spring up and the dreams of sleepers are troubled. Creatures attempting to rest in such an area are afflicted with nightmares, and on a failed saving throw, fail to gain the benefits of an extended rest.

Physical Characteristics

The long body of a purple dragon is particularly lithe—catlike and serpentine. The swept-back wing structure and sleek, tapered head allow it to worm its way through narrow subterranean tunnels.

Purple dragons have an odor reminiscent of the musky smell of ophidians.

Red Dragons

When legends, fairy tales, and fables speak of dragons without specifying a color—when they tell of kingdoms laid waste, virtuous maidens sacrificed, and valiant heroes sent home as charred corpses—odds are that they speak of the mighty red dragons. Also called flame dragons, fire wyrms, and mountain dragons, these horrific beasts epitomize the iconic dragon traits. All dragons are predators, but reds are the most voracious, consuming far more than they require. All dragons are greedy, but reds are avaricious beyond any point of reason, for they fully believe that all wealth belongs to those strong enough to take it (and no amount of wealth is ever enough). All dragons are prideful, but reds are arrogant in the extreme. They see themselves as the pinnacle of draconic perfection.

Red dragons never forgive even the smallest slights. They kill over territorial intrusion, over the tiniest theft from their hoard, over an insult, or because they want to. These great beasts take satisfaction wherever and however they can get it. A red dragon unable to slay a person who offends it will go on a rampage, wreaking havoc and destruction upon any nearby communities. Only enormous monetary tributes can sate the legendary rage of a red dragon; only blood can cool and drown that rage.

Red dragons are not mindlessly violent, however. Accomplished strategists, they spend their time developing vast arrays of tactics for use in every conceivable combat scenario. They recognize the hazards in attacking more potent foes—rare though such foes might be. They back down from fights they do not believe they can win, though doing so wounds their pride to the bone.

A humanoid community that borders on a red dragon's territory can sometimes forestall the beast's wrath by offering frequent tribute in the form of treasure and tasty young adults. Some red dragons enjoy the power in ruling communities of lesser creatures, but unlike green dragons, who do so by subtlety and intrigue, reds demand obedience and slaughter all who fail to comply. Red dragons take interest in news of the world beyond their territories, in part so they know how their status compares to that of other reds. They might threaten homes and families in order to force humanoids to travel into the wild and obtain news. Most such unwilling messengers do not survive to return, but red dragons have no qualms about that turn of events. Humanoids are a renewable resource.

Like most dragons, reds can survive on almost anything but prefer meat. More than any other variety of dragon, though, red dragons hate to eat anything else. Some starve themselves nearly to death rather than consume plants or inorganic matter. They eat any animals: humanoids, wild beasts, and even other dragons—the younger, the better. Their preference for tender meats gave rise to legends of dragons kidnapping young people.

Reds fight equally well on land or in the air. They relish melee combat as an opportunity to showcase their superior strength. A red dragon never hesitates to use its *breath weapon*, though, when the need presents itself. It would rather reduce any possible treasure or magic items to ash than allow the bearers of those items to best it in combat: The dragon's pride overpowers its avarice.

Although red dragons might refrain from attacking enemies that seem too strong, reds never retreat from combat once any combatant sheds blood. Due to their hubris, red dragons fight to the death more than any other kind of chromatic dragon, even when they have the option to escape.

Optional Rules

A purple dragon ignores cover bonuses granted by stalagmites, stalactites, and other naturally occurring subterranean features.

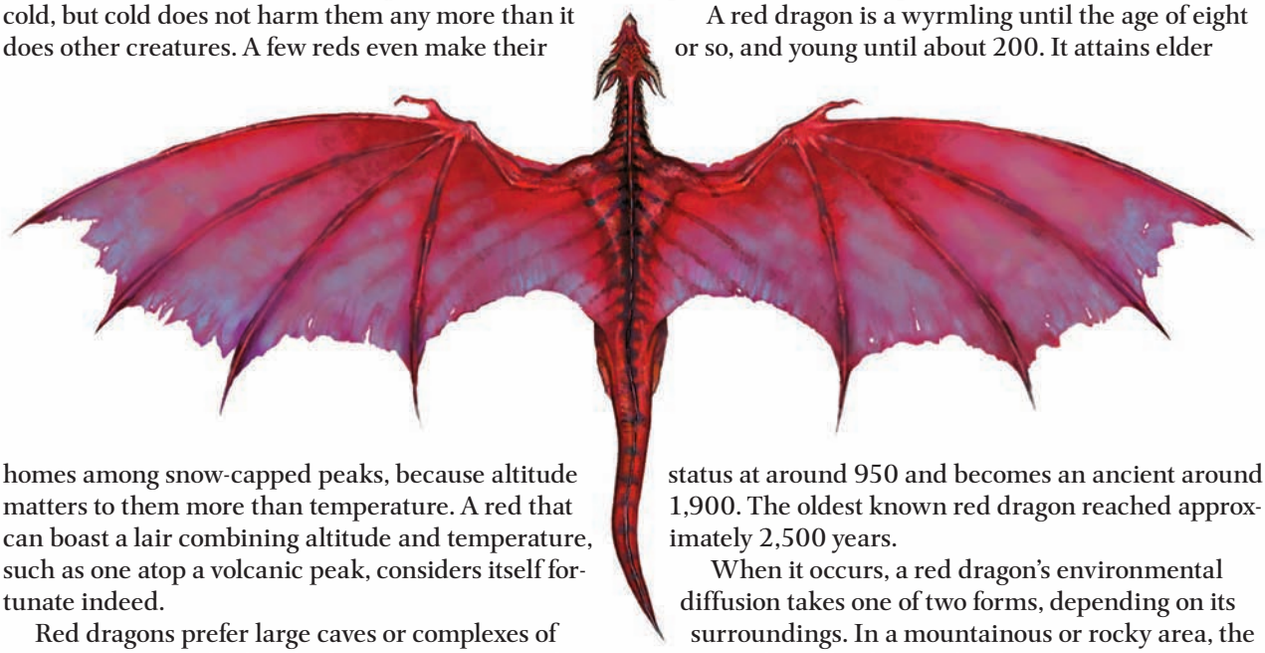
A purple dragon can hear noises in caverns miles away by resting its head on a cavern floor, partially digging the protrusions of its lower jaw into the stone or earth. It detects minute vibrations traveling through the ground and correctly interprets those vibrations for what they are (such as movements of creatures far distant from it)—at least when it actively attempts to sense them.

RED DRAGONS BY SIZE

Overall Size	Body Length	Neck Length	Tail Length	Body Length	Standing Width	Maximum Height	Maximum Wingspan	Minimum Wingspan	Weight
Medium	18 ft.	7 ft.	5 ft.	6 ft.	4 ft.	5 ft.	30 ft.	12 ft.	350 lb.
Large	33 ft.	12 ft.	9 ft.	12 ft.	7 ft.	9 ft.	45 ft.	18 ft.	2,700 lb.
Huge	58 ft.	19 ft.	17 ft.	22 ft.	10 ft.	14 ft.	75 ft.	30 ft.	22,000 lb.
Gargantuan	88 ft.	26 ft.	26 ft.	36 ft.	12 ft.	18 ft.	100 ft.	40 ft.	165,000 lb.

Lairs and Terrain

Although a red dragon's first terrain choice is somewhere elevated and especially hot, such as a volcano or a sulfurous geyser, a red does not require such a location. It might take residence in a normal mountain peak, in rocky badlands, or on a desert mesa: any location where it can perch high and survey its domain for miles around. Red dragons loathe the cold, but cold does not harm them any more than it does other creatures. A few reds even make their homes among snow-capped peaks, because altitude matters to them more than temperature. A red that can boast a lair combining altitude and temperature, such as one atop a volcanic peak, considers itself fortunate indeed.



Red dragons prefer large caves or complexes of caves, with access both to high vantage points and to the depths of the earth. Though they seek high ground for surveying their territory, they feel safer sleeping and storing their treasure beneath layers of rock. Because such complexes rarely occur naturally, red dragons frequently take over caverns dug by other races, or they enslave people to construct or modify their lairs. Red dragons looking for homes scour out and claim many an underground or partially underground community, such as dwarven cities and drow access tunnels. Because of this behavior, and despite their preference for high perches, red dragons occasionally come into conflict with purple dragons.

Favored Treasure

Red dragons' favorite treasure is everything in their hoards, everything of value in other dragons' hoards, and everything of value possessed by anyone else. So unabashedly and indiscriminately greedy are reds that no common preferences, habits, or patterns in treasure acquisition emerge. Although individuals might have specific preferences, the average red dragon does not care what form its treasure takes.

Life Cycle

A red dragon lays its eggs roughly five and a half months into the incubation time of twenty-two months. A clutch numbers two to four eggs, and all prove viable under optimal conditions.

A red dragon is a wyrmling until the age of eight or so, and young until about 200. It attains elder status at around 950 and becomes an ancient around 1,900. The oldest known red dragon reached approximately 2,500 years.

When it occurs, a red dragon's environmental diffusion takes one of two forms, depending on its surroundings. In a mountainous or rocky area, the spot where the dragon dies breaks open, revealing one or more large, sulfurous geysers or small volcanic vents that emit foul-smelling and acrid smoke even when not erupting. In less stony and more flammable areas, a permanent wildfire results, never spreading beyond the boundaries of the diffusion and never burning out, regardless of fuel or weather.

Physical Characteristics

Red dragons are the largest of chromatic dragons. Their wings are vast in proportion to their bodies, making red dragons easily identifiable even from a great distance. Unlike the scales of other chromatic dragons, red dragons' scales rarely blend in with their

Optional Rule

Because red dragons hear exceptionally well, they take only a -4 penalty to attack rolls, rather than -5, when attacking a target that has total concealment.

SAM WOOD

backgrounds—with the possible exception of backgrounds of raging fire. Conspicuousness suits these beasts just fine. They have no interest in hiding from lesser creatures.

Two of the frills on the sides of a red dragon's head aid in its hearing ability. Though not external ears—red dragons, like all chromatic dragons, have internal ears only—these frills help the dragon pick up sounds and determine directionality.

Red dragons smell of smoke and sulfur. The air around them sometimes shimmers, as though viewed through a heat mirage.

White Dragons

White dragons—also called ice dragons or glacial wyrms—have a reputation as dull, stupid creatures. They do not deserve it. Although white dragons are remarkably bestial, they are as intelligent as other chromatic dragons. They care little for intricate schemes or political power, preferring to live their lives as hunters and collectors of treasure. They rely more on instinct than on intellect. Although they still live long and look to the distant future, they do not worry about the future to the extent that their cousins do. They prefer merely to keep themselves comfortably fed and housed.

Like all capable predators, white dragons are masters of their territories. They know the good hiding spots and optimal ambush points. They hunt not only well, but brutally. They kill swiftly and efficiently. They lack the cruelty of black dragons and the ferocity of reds. They also lack those dragons' inclination to engage with or manipulate intruders or neighbors. Unless potential victims quickly offer solid reasons not to kill them, white dragons likely slay first, eat second, and never consider asking questions. The few offers known to have saved fast-talking travelers included gifts of gems with promises of more gems to come or, even better, gifts and promises of more meat than the travelers themselves would provide if eaten.

TARA RUEPING

Like all chromatic dragons, white dragons look down on other creatures. In the white dragon's case, this attitude is evidence of its tendency to view all living creatures as potential prey. Prey is, after all, inferior to the hunter strong enough to eat it.

Rarely, if ever, can a community negotiate peaceful coexistence with a white dragon whose territory borders it. Members of a community might have a slim chance of convincing a dragon to leave their livestock alone, at least for a while, if they display a significant show of force or give a truly magnificent bribe. Barring these options, however, nothing but the dragon's death can stop it from hunting the people's herd animals—and probably the people themselves.

As animalistic hunters, white dragons have little preference among types of prey. They attack and eat the most convenient creatures worth the trouble of killing. Because farmers' cattle offer a lot more meat, they interest a white dragon more than the farmers themselves—but a dragon does not balk at eating available sentient beings. White dragons prefer frozen foods, burying their prey in snowbanks or walls of ice for days or weeks before consuming it.

White dragons possess a few traits not purely predatory. Like reds and blues, they have especially long memories for grudges and insults. They might seek revenge for slights many years after erring parties have forgotten them.

Lairs and Terrain

White dragons truly love the cold. The vast majority of them live either on mountain peaks covered in snow year-round or on tundra or glacial plains. White dragons particularly benefit from the way icy terrain slows their prey, because such terrain does not impede the dragons themselves.

White dragons do not need bitter cold, however. Some of them dwell in mountain peaks not nearly as frozen as they prefer. Some might even live in forests. Such lairs occasionally cause white dragons to come into conflict with red, blue, or green dragons—battles the white dragons would rather avoid, because other dragons of comparable age are more powerful. Also, as born hunters, white dragons resent expending energy that does not result in the acquisition of prey.

As with most dragons, a white prefers to lair in a cave: in this case, either in a deep mountain crevice or a shallower hollow in ice. In an area where the temperature never rises above freezing, a white dragon might create a cave out of tightly packed snow and freeze it into hard ice through judicious application of its *breath weapons.*

WHITE DRAGONS BY SIZE

Overall Size	Body Length	Neck Length	Tail Length	Body Length	Standing Width	Maximum Height	Maximum Wingspan	Minimum Wingspan	Weight
Medium	14 ft.	6 ft.	4 ft.	4 ft.	2½ ft.	3½ ft.	21 ft.	12 ft.	300 lb.
Large	29 ft.	12 ft.	7 ft.	10 ft.	4½ ft.	6½ ft.	32 ft.	18 ft.	2,400 lb.
Huge	52 ft.	19 ft.	13 ft.	20 ft.	7 ft.	11 ft.	55 ft.	30 ft.	19,500 lb.
Gargantuan	82 ft.	26 ft.	21 ft.	35 ft.	9 ft.	15 ft.	72 ft.	40 ft.	159,000 lb.

Favored Treasure

White dragons prefer treasure that glitters like ice, particularly diamonds and other light-hued gemstones. Highly polished platinum and silver also serve, as do works of art that involve mirrors or mirror-polished surfaces.

Life Cycle

White dragon eggs incubate for a period of roughly fourteen months, the first three and a half of which they spend within the female's body. White dragons lay clutches of eight to ten eggs each, but only a quarter to a third of them survive until they hatch.

A white dragon's wyrmling stage lasts for three or four years. The young stage lasts until the age of one hundred. An adult dragon becomes an elder at roughly 750 years, and an elder becomes ancient at about 1,700. White dragons have been known to live as much as 2,100 years.

Optional Rules

A white dragon gains a +1 bonus to its defenses to avoid any effect that causes blindness due to bright light, and it gains a +1 bonus to saving throws to end said blindness.

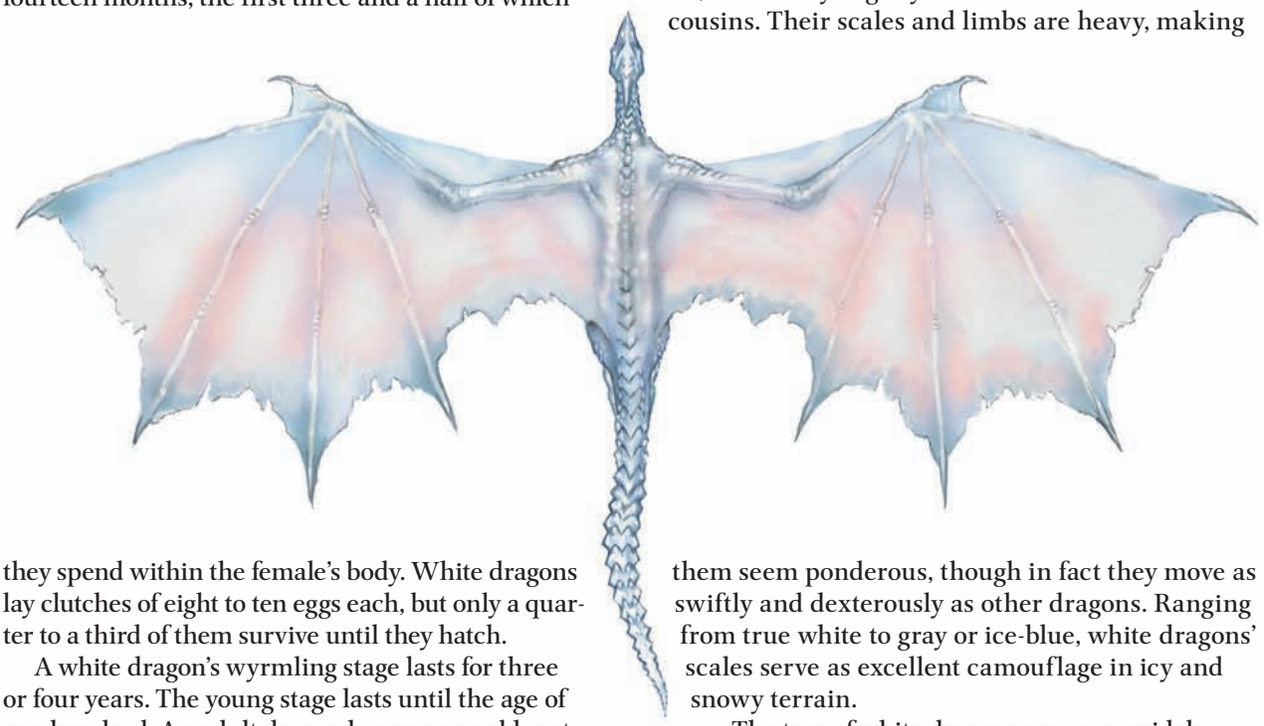
A white dragon can burrow through ice and snow at a speed equal to half its land speed.

The features of a white dragon's claws that grant its ice-walking ability also grant a +4 bonus to Athletics checks made for climbing.

A white dragon's environmental diffusion results in an area of intense, biting cold. Frost covers the ground at all times, and liquids freeze after a few moments of exposure to the elements. The terrain becomes as slippery as ice, even if it does not appear frozen.

Physical Characteristics

White dragons are the smallest of the chromatics, albeit only slightly smaller than their black cousins. Their scales and limbs are heavy, making them seem ponderous, though in fact they move as swiftly and dexterously as other dragons. Ranging from true white to gray or ice-blue, white dragons' scales serve as excellent camouflage in icy and snowy terrain.



The toes of white dragons are more widely spaced than those of other dragons, granting greater stability on uncertain footing. Claws are barbed and jagged, not to cause any extra damage in combat, but to aid the dragon in walking on ice.

Nictitating membranes protect the eyes from extremes of light while still allowing the dragon to see. These parchment-thin lids prevent snow blindness when a dragon looks over vast, gleaming expanses of its territory.

White dragons have a dry scent—more a lack of odor than a smell in its own right.

SAM WOOD

CHAPTER 2

DM's Guide to Dragons

The sounds of the wild suddenly go silent. Animals cease their calls. Even the wind holds its breath. Then the slow, steady drumbeats of enormous wings slice through the silence. Darkness falls as a monstrous shadow blots out the sun. . . .

IT ALMOST goes without saying that dragons are an iconic part of the DUNGEONS & DRAGONS® game. They're in the name, after all. More than that, though, dragons are an iconic element of myth and fantasy. Their legends date back to the earliest days of written history. Whether you prefer your dragons as scheming masterminds or as monstrous engines of destruction (or both), players' interaction with them should be momentous. Make every encounter with a dragon and every dragon-themed adventure unique—flavorful and memorable. Whether the dragons are friends or foes, the encounters are combative or diplomatic, the adventures are low-level or epic, dragons should command attention, awe, and respect.

This chapter includes an array of advice, tools, and examples to enable your dragons to do just that:

- **Draconic Encounters:** Suggestions on how to run dragon encounters—combative, social, and trap-based—include ready-to-play examples that you can drop into your adventures with little or no modification.
- **Draconic Adventures:** An assortment of adventure hooks and quests, presenting dragons as both allies and enemies, should serve as inspiration for sessions of exciting play.
- **Draconic Campaigns:** If you really want to emphasize the "dragon" in DUNGEONS & DRAGONS, you can use the entire dragon-focused campaign arcs provided as well.
- **Dragon Hoards:** Finally, this chapter contains tools for creating one of the most iconic elements of a dragon story: the hoard. Fully detailed hoards, draconic artifacts, ancient rituals, and even arcane uses for the teeth, scales, and organs of fallen wyrms ensure that PCs receive ample rewards for their efforts against these mightiest of foes.

Those PCs who survive, anyway.

FRANCIS TSAI

TSAI

Other adversaries might be as intelligent, scheming, territorial, avaricious, or brutally powerful as dragons. Few combine all those traits in a single package.

Combat Encounters

Encounters should be as fun as they are challenging. In most cases, players will find ways to counter dragons' tactics and advantages, but if a battle with a wyrm becomes too frustrating for the PCs, tone it down and run the beast at less than full effectiveness.

Although specifics vary, different chromatic dragons might resort to similar overall tactics. In particular, they use hit-and-run tactics and tactics involving the terrain and environment.

Hit-and-Run: Although only a few varieties (such as blues and young greens) prefer hit-and-run over other tactics, all chromatic dragons are well suited to such tactics. Even dragons that favor melee might resort to hit-and-run when injured or when faced with particularly powerful opposition. Fortunately for their opponents, most dragons engage in strafing runs only for brief periods of time before bloodlust, impatience, or pride causes them to reenter melee.

Terrain and Environment: Dragons frequently take advantage of, or even create, terrain and environments that grant them the advantage in battle. Dragons know the features and hazards of their surroundings intimately.

Sample Encounters

You can drop the following encounters into your adventures without too much elaboration. You might also use them as examples on which to base your own encounters. Each example includes the dragon type, environmental features of the area, and suggested tactics.

Swamped (Level 5): The nature of the creature lurking in the murky swamp won't surprise the PCs—but its actions might.

Dragon: Young black.

Water: The swamp's water is deep enough that Small characters must swim. Medium characters can swim or walk, but if they choose the latter, the water and muddy bottom are difficult terrain. The DC to swim here is 10, increased from the normal 5 due to the grittiness of the water and unseen obstacles. The water is dark, thanks to the mud and detritus. Anything underwater is heavily obscured.

Leeches: Bloodthirsty leeches swarm in the mud beneath the water. Walking characters take 1 damage per round when they start a turn standing in water. The leeches ignore the dragon.

Tactics: The dragon remains underwater. If the characters are in a raft or boat, the dragon attempts to capsize the craft as its first action. It uses close attacks as often as it can. It tries to remain hidden in the murk, swimming away and coming back at the party from different angles. If it catches any PCs alone, it attempts to grab them and hold them underwater, attempting to drown them before the other characters can find them.

On the Edge (Level 5): When climbing an imposing cliff face, the PCs present a target too tempting for a dragon to pass up.

Dragon: Young gray.

Cliff Face: The cliff requires a DC 20 Athletics check to traverse. The cliff stands 50 feet high.

Tactics: The gray dragon initiates combat using its *breath weapon* and then concentrates melee attacks and bull rush attempts on a chosen target, hoping to knock the target from the cliff. If the dragon succeeds, it follows the target to the ground, seeking to finish the fallen enemy before its allies can descend to provide aid.

Poison Ivy (Level 12): A hunters' trail through the forest might prove easy to walk, but it is far from safe.

Dragon: Adult green.

Foliage: Due to thick shadows and overgrown leaves, the forest is lightly obscured.

Difficult Terrain: The path is normal terrain, but the rest of the forest is overgrown enough to qualify as difficult terrain.

Thickets: Several tightly packed thickets and brambles grow in the area. These features grant cover. The dragon has also treated the thorns with poison. Any character bull rushed or otherwise forced into one of these areas takes 1d8 poison damage, and ongoing 5 poison damage (save ends). An attempt to climb them deals 1 poison damage.

Trees: The trees grant cover. Climbing a tree requires a DC 10 Athletics check.

Tactics: The green dragon remains at a short distance early in the battle, using ranged and close attacks and trusting the concealment of the foliage to protect it. It uses *luring glare* either to bring a single PC into *breath weapon* range or, when melee appears inevitable, to move a PC off the path into difficult terrain or to shove a PC into a thicket.

Sun-Baked Sands (Level 16): This encounter occurs in the desert, near the base of a large sand dune, one of many in the area.

Dragon: Adult brown.

Sand: The sand is difficult terrain.

Dunes: A dune grants cover against enemies on the ground to a creature just over the top on the opposite side.

Tactics: The brown dragon opens with a *breath weapon* and frequently takes cover behind a dune. If the PCs draw near the base of a dune, the dragon strikes the back side of the rise, causing a landslide of sand in all squares within 10 feet of the front of the dune. The landslide is an attack, +19 vs. Reflex; on a hit, a PC is knocked prone, and immobilized (save ends). (A character must negate the immobilized condition before standing up.) On a miss, a PC is knocked prone. The area becomes difficult terrain. If any PCs are immobilized by the avalanche, the dragon focuses its attacks on those remaining, hoping to kill them before the others free themselves.

Wildfire (Level 23): This encounter can take place in any place that easily burns: a dry forest, a field of grain, or an old village.

Dragon: Elder red.

Spreading Fires: Large swaths of the region are already on fire. A burning square deals 10 fire damage to any character who enters it and 5 fire damage to any character who begins a turn adjacent to it.

Smoke: Smoke chokes the entire area, making the area lightly obscured.

Tactics: The red dragon has deliberately started these fires, blasting various spots of this dry region. It seeks to force the PCs into the embrace of the flames, knowing full well that it suffers no harm while battling within fire. If the PCs prove more of a challenge than the dragon expects, it attempts to move out of range and continues to spread the fire, forcing the PCs to fight through an ever-spreading wall of flame to escape.

Rain of Terror (Level 29): Caught out in inclement weather, the PCs face more than the storm.

Dragon: Ancient blue.

Rain: Rain makes the area lightly obscured.

Tactics: The dragon makes multiple strafing passes against the party, using its *breath weapon* when it can and its other close and area attacks when it cannot. When circling back against the wind, it does so at a distance, well out of sight of the party.

Social Encounters

Not every encounter with a chromatic dragon ends in bloodshed. Although some dragons just want to destroy, others engage in conversation and even negotiate with humanoids. Intensely proud, dragons have keen ears for genuine (-sounding) flattery. A dragon, not foolhardy, might also take the time to listen to humanoids' proposals involving gain without risk. It can always eat the little pests after hearing them speak their piece.

The trick to interacting with dragons is to consider their mind-set as much as possible. Dragons that enter into negotiations with lesser creatures keep the following considerations in mind.

Position of Strength: With few exceptions, dragons assume that they have better bargaining positions than those who approach them. Dragons believe themselves more powerful, more knowledgeable, smarter, and generally superior to anyone with whom they interact. Negotiators who play to a dragon's vanity and make at least a show of giving up more than they will receive can do well. Negotiators who attempt to make demands or to explain why a dragon needs their help had better have solid arguments or quick feet.

Careful Tread: Dragons negotiate carefully. They ponder intricacies, consider ramifications, and agree only to actions for which they understand—or believe they understand—all possible consequences. Some people (outside a dragon's earshot) might attribute this caution to fear of being duped or endangered. Dragons attribute it to wisdom. Negotiators should make efforts to appear open and up front, because dragons take issue with anyone they suspect of harboring secrets or of trying to put one over on them.

The Long Term: Dragons take the long view. (This characteristic ties into their tendency to ponder decisions thoroughly.) Barring violent death, a dragon expects to be around when a negotiator's great-great-grandchildren die of old age. It might accept a seemingly poor deal if it foresees great gains from the deal in the future. Alternatively, the dragon might reject even an apparently great offer if the long-term implications bear out an unfavorable result. Negotiators who give thought and lip service to the ramifications of their proposals can earn a dragon's respect. Those who emphasize short-term gains likely earn derision.

Sample Skill Challenges

As in the previous section, you can use these skill challenges in your own adventures as written or let them inspire you to create your own encounters. In the encounters that follow, read each opening paragraph aloud to your group of adventurers to lead into the encounter. You can also read the setups to the PCs.

The King's Vizier

The great double doors close behind you with a resounding crash. The long hall, normally full with the king's court and advisors, is all but empty, the benches along both sides bare. Only the royal vizier remains, in all his gleaming glory. He coils around the throne and stares at you unblinkingly. "Now . . . tell me why you haven't left and why I shouldn't eat you for your disobedience."

The PCs hoped to gain an audience with the king to request his assistance. Unfortunately for them, his vizier—a dragon that has advised the king and the king's predecessors for decades—considers the characters potential rivals for power. It wants them nowhere near the king and even wants to put an end to their moving about the kingdom.

Setup: For the dragon to allow you access to the king—or even to allow you to remain within the capital—you must convince it that you pose no threat.

Level: 14.

Complexity: 3 (requires 8 successes before 3 failures).

Primary Skills: Bluff, History, Streetwise.

Bluff (DC 23): The PCs downplay their abilities and possibly their ambitions, trying to convince the dragon to see them as less of a threat. For each successful check, they achieve 1 success. They can achieve up to 4 successes with this skill.

History (DC 18): The PCs discuss historical tales and apocryphal myths about advisors, both traitorous and well meaning, who prevented their lieges from hearing bad news or from learning news of their realms—and who suffered disastrous repercussions. For each successful check, they achieve 1 success. They can achieve up to 4 successes with this skill. On a failure, the dragon pokes holes in the stories or declares them false; the PCs lose 1 success (if they have any).

Streetwise (DC 26): The PCs repeat rumors or whispers of ambition among other royal advisors or powerful merchants, pointing out those personalities' greater danger to the dragon's position. The PCs have also heard whispers of the dragon's own goals and ambitions. On a successful check, they achieve 2 successes and gain a +2 bonus to Bluff checks and Diplomacy checks until one of those checks fails. They can achieve only 2 successes with this skill.

Other Skills: Arcana, Diplomacy, Intimidate, Religion.

Arcana or Religion (DC 14): The PCs remind the dragon of ancient theories and myths that the good of the king and the good of the kingdom influence each other—and that the king risks both by preventing this potential alliance. On a successful check, they achieve 1 success. They can achieve only 1 success with either of these skills.

Diplomacy (DC 18): The PCs simply and straightforwardly explain what they can offer the king and the kingdom. On a successful check, they achieve 1 success. They can achieve only 1 success with this skill. On a failure, the dragon decides the PCs are ambitious; each future check in this challenge takes a -1 penalty until the PCs earn 2 more successes.

Intimidate: The dragon shrugs off any attempt at intimidation and takes it as evidence of the PCs' power and ambition. If the PCs attempt an Intimidate check, they lose 1 success (if they have any).

Success: The dragon allows the PCs to remain and to gain audience with the king.

Failure: If the PCs scored 4 or more successes before failing, the dragon lets them pass only after warning the vizier not to trust them. Apply a -2 penalty to any skill checks made to influence the vizier.

If the PCs scored 1 to 3 successes, the dragon remains convinced of the PCs' threat and demands that they leave the palace and city immediately. If the PCs have no successes when they fail the challenge, the dragon waits until they leave and then sends soldiers or assassins after them.

The Long and Winding Road

Leaves blow across the crossroads, heralded by the flapping of wings. The sun goes dark.

"I am here as agreed." The enormous wyrm lands in the dust before you, tail twitching like a hunting cat's. "What did you wish to discuss?"

A powerful mercantile guild wishes to expand its influence, and the PCs currently serve as its emissaries. (Perhaps the guild hired them, or perhaps they have allied with or joined it.) The guild seeks use of a road that runs through the dragon's territory and wants a deal in which the wyrm will not attack travelers flying the guild's colors.

Setup: For the dragon to agree to your proposal, you must convince it that allowing regular passage through its territory will benefit it more than raiding the guild's caravans.

Level: 26.

Complexity: 4 (requires 10 successes before 3 failures).

Primary Skills: Diplomacy, Nature, Religion.

Diplomacy (DC 26): The PCs weigh the benefits of guild payment against how much the dragon can expect to gain from random raids that might never touch the richest travelers. For each successful check, they achieve 1 success. They can achieve up to 6 successes with this skill. If players specifically say they're discussing long-term profit versus short-term gains, each such player gains a +4 bonus to that Diplomacy check (once only).

Nature (DC 31): The PCs point out areas into which the dragon can expand its territory away from the road: places where the guild and local governments would less likely pester it. On a successful check, they achieve 2 successes. They can achieve only 2 successes with this skill. The dragon breaks off the challenge to investigate the claim. When it returns, every future check gains a +2 bonus until the PCs' next failure.

Religion (DC 26): The PCs espouse the virtues of gathering wealth according to Tiamat's doctrines and point out that the dragon wastes its time slaughtering the poor on the off chance of finding true wealth—whereas the guild offers real payment. For each successful check, they achieve 1 success. They can achieve up to 3 successes with this skill. On a failure, the dragon counters with Tiamat's doctrine that those who cannot defend their possessions do not deserve them; the PCs can make no further Religion checks, and every future skill check of any other sort in this

challenge takes a -2 penalty until the PCs achieve a success.

Other Skills: Bluff, Endurance, Intimidate.

Bluff (DC 28): The PCs exaggerate the benefits of the alliance. For each successful check, they achieve 1 success. They can achieve up to 2 successes with this skill. On a failure, the dragon recognizes the lie; the PCs can make no further Bluff checks in this challenge, and they lose 1 success (if they have any).

Endurance (DC 20): The PCs take several hours to prove that travelers can pass through the dragon's territory relatively quickly if the travelers don't stop to rest; thus, travelers should not long disturb the dragon. If at least four PCs succeed on this check, they achieve 2 successes. They can achieve only 2 successes with this skill.

Intimidate (DC 26): The PCs show off their epic abilities and imply that if the dragon does not agree to their request, they might have to clear the road the old-fashioned way. On a successful check, they achieve 1 success. They can achieve only 1 success with this skill. If the check fails or if the PCs attempt a second check, the dragon attacks.

Success: The dragon agrees to let guild caravans pass through its territory.

Failure: The characters do not obtain an agreement. The guild must find another route or hire someone to kill the dragon.

If the PCs have fewer than 4 successes when they fail the challenge, the dragon later sends minions to attack them. If they have no successes when they fail the challenge, the dragon attacks.

Draconic Traps

Traps might not be a dragon's best friend, but they're certainly good companions. A lair without traps is like a dragon without teeth; it might still be dangerous, but it lacks—so to speak—bite.

Not all dragons lace their lairs with traps. Bestial varieties such as grays and whites might not bother, instead relying on their own abilities, slaves, and minions to protect their lairs. Others lack the knowledge necessary to build such devices and have not captured someone to do it for them. Still, at least half of all draconic lairs have such safeguards. The older the dragon, the more likely it is to have at least a few lethal devices lying in wait.

Dragons use the classic standbys—rock falls, spikes, pits, and the like—as well as an array of their own inventions. Dragon traps include mystical elements, echoing the dragons' elemental energy. Regardless of a trap's origin, however, dragons look for a few specific traits and features in their home defenses.

Low and Slow: Dragons favor trapped floors and other traps that impede movement. A wyrm's ability to fly allows it to leave such devices constantly active, without risk of triggering them by accident.

Compatible Damage Types: Whether with magical energy or with more mundane energy such as acid or alchemical fire, dragons like to employ traps that use the same sort of energy as their own breath. This situation ensures that a dragon's own devices do not harm it, even if intruders trigger those devices while engaged in battle with the dragon.

Allies: Rather than leaving traps to do their jobs untended, many dragons fight alongside their devices. Such dragons choose traps that complement their own combat abilities, such as traps that render foes more vulnerable to the dragon's abilities or that herd or guide intruders into precarious positions.

Sample Traps

The selection below describes a tiny fraction of the sorts of devices a dragon might employ (in addition to all those in the *Dungeon Master's Guide*): two heroic and two paragon traps. For sample epic draconic traps, see "The Tomb of Urum-Shar" (page 142).

Golden Spines Level 5 Warder
Trap XP 200

The gold that glitters before your eyes seems suddenly to warp and twist. A brutal array of spines surges upward, gleaming like the treasure itself.

Trap: An array of spikes lies hidden among the coins of the dragon's hoard, targeting a line of approximately 4 squares. The dragon has had the spikes smelted from its own gold and other precious metals to better conceal the trap and to make the treasure harder to steal.
Special: The 400 gold spikes are worth 1 gp each and count as part of the hoard's value.

Perception
✦ DC 26: The character spots the tiny trigger wires hidden throughout the hoard.

Trigger
A character physically disturbs the hoard in any way or attempts to remove any items from it.

Attack
Immediate Reaction **Melee**
Target: All creatures in 4 contiguous squares
Attack: +9 vs. AC
Hit: 2d8 + 5 damage.
Effect: The treasure scatters. Any creature in a neighboring chamber hears this with a DC 15 Perception check.

Countermeasures
✦ An adjacent character can disconnect wires with a DC 17 Thievery check, rendering one of the squares safe.
✦ An adjacent character can disconnect the entire web of wires with a DC 22 Thievery check, disarming the entire trap.
✦ A character can remove a single visible item from the hoard without triggering the trap, with a DC 14 Thievery check.
Failing in an attempt to use any of these countermeasures triggers the trap.

Upgrade to Elite (900 XP)
✦ Increase each skill DC by 2.
✦ Roll two attacks against each square.
✦ Increase spiked squares to 8 (for 800 spikes).

Ghoul Teeth — Level 9 Lurker
Trap — XP 400

A faint click deep in the floor is the only warning as a swath of tiny projectiles shoots through slots in the flagstones. The missiles are discolored by some vile coating, and appear to be formed from humanoid teeth.

Trap: A number of hidden slots in the floor, covering approximately 10 to 20 squares, launch tiny projectiles poisoned with a paralytic agent. Dragons frequently set these traps in open areas so that intruders remain vulnerable to their breath weapons.

Perception
✦ DC 24: The character notices the holes in the floor.
✦ DC 28: The character notices the pressure plate.
Additional Skill: Heal
✦ DC 19: If any character examines a hole before triggering the trap, that character can identify the substance caking the hole as a paralytic toxin.
Initiative +11

Trigger
When a character steps on the pressure plate, the trap rolls initiative.

Attack
Standard Action **Melee**
Target: All creatures in squares with holes
Attack: +12 vs. Fortitude
Hit: 2d6 + 6 damage, and the target is immobilized (save ends).
Aftereffect: The target is slowed (save ends).

Countermeasures
✦ An adjacent character can disable the pressure plate with a DC 24 Thievery check.
✦ A character can move through the room while spotting and avoiding the holes, with a DC 24 Spot check for each round of movement. If the character moves at half speed, the DC is 19.

Upgrade to Elite (1,600 XP)
✦ Increase each attack roll and skill DC by 2.
✦ On a miss, the trap deals half damage, and the target is slowed (save ends).

Volatile Haze — Level 12 Blaster
Hazard — XP 700

The ground is all but hidden beneath a blanket of mist, rolling and waving less than 2 feet from the floor. When activated, the mist takes on a sickly bluish hue, somewhere between the flicker of the lightning and the fading edges of an ugly bruise.

Hazard: A volatile haze occasionally forms in an area of high mystical energy concentration, such as a dragon's lair. A faint haze in a 10-square burst, hanging at roughly calf level on a human, absorbs the energy given off by characters within it and then launches that energy back at those characters.

When the hazard is triggered, it takes on a crackling blue hue, and a ball of energy forms in the square at the center of the burst. An active haze does not change damage types with future attacks or spells; it retains its initial type until deactivated or until 24 hours pass.

A dragon fortunate enough to accumulate a volatile haze might wait until intruders have entered the haze and then breathe, knowing that the haze will continue to attack for it. Dragons even fight within the haze, counting on their own resistance to protect them.

Perception
✦ DC 21: The character notices the faint haze near the floor.
Additional Skill: Arcana
✦ DC 26: The character recognizes the mist for what it is.
Initiative +12

Trigger
A creature within the haze uses or is attacked by a cold, fire, lightning, necrotic, radiant, or thunder effect. The haze makes an attack instantly and then rolls initiative.

Attack
Immediate Reaction or **Standard Action** **Area** burst 10
Target: All creatures in or adjacent to squares with haze
Attack: +13 vs. Reflex
Hit: 4d6 + 5 damage, and the target is dazed until the end of its next turn. Damage is the same type as that of the trigger effect.
Miss: Half damage, and the target is not dazed.

Countermeasures
✦ A character at the edge of the mist or in a targeted adjacent square when the haze attacks can attempt a DC 21 Acrobatics check as an immediate interrupt. If successful, that character takes half damage and immediately moves to the nearest untargeted square.
✦ A character can attack the ball of energy at the center of the haze, which has AC 23, Fortitude 23, Reflex 23, Will 23, and 87 hit points and is immune to the damage type it uses to attack. If destroyed, the haze makes a final attack and then dies. It remains inert for 24 hours, after which time another energy attack can activate it.

Upgrade to Elite (2,400 XP)
✦ Increase each attack roll, and all defenses by 2.
✦ Increase HP to 130.
✦ Increase damage to 4d6 + 14.

Thief's Curse — Level 16 Blaster
Trap — XP 1,400

What appears to be a normal (if valuable) bit of artwork suddenly proves itself to be far, far more, as any would-be-thief slowly turns to gold at its slightest touch.

Trap: An object in the dragon's lair that appears as an art item—possibly a decoration, possibly part of the hoard—is in fact a mystical trap that causes those who trigger it to turn slowly to solid gold. A dragon that makes use of a thief's curse might wait until intruders trigger the trap. If the dragon takes this approach, it hangs back just out of range, allowing the trap to do its work. Meanwhile, the dragon breathes and makes melee attacks against those who try to flee.

Perception
✦ DC 25: The character notices the tiny runes etched on the art that indicate it has magical properties.
Additional Skill: Arcana
✦ DC 30: The character knows what the runes signify. The character must have detected or been shown the runes to attempt this check.
Initiative +16

Trigger
A character disturbs the object that the trap protects.

Attack
Standard Action **Area** burst 2 within 10 squares
Target: All creatures in burst
Attack: +14 vs. Fortitude
Hit: 4d8 + 3, and the target is immobilized (save ends). On its first failed saving throw, an immobilized target is restrained. On its second failed saving throw, the target is petrified. (The target becomes gold, but the gold corrodes into worthlessness within 24 hours. This is normal petrification in all other respects.)
Miss: Half damage, and the target is slowed until the end of its next turn.
Special: Destroying or deactivating the trap does not reverse petrification, which requires the Remove Affliction ritual.

Countermeasures

- ✦ An adjacent character can attempt to mar the runes on the art, disrupting the magic, with a DC 30 Arcana check. If the character succeeds, the art crumbles 1 minute later.
- ✦ A character can attack the art, which has AC 25, Fortitude 23, Reflex 23, Will 23, and 111 hit points.

Upgrade to Elite (4,000 XP)

- ✦ Each target takes a -2 penalty to each of its saving throws to end the immobilized and restrained effects.

ADVENTURES

Although individual encounters with dragons are exciting, an entire adventure based around draconic encounters and themes is even more memorable. Not every encounter in such a campaign should involve a dragon—that sort of activity could become monotonous and, in most cases, hard to justify. Rather, encounters might share a draconic theme, pit the PCs against minions of the dragon they must face at the adventure's climax, or serve as waypoints on the path to the party's eventual meeting with the wyrm.

When building a draconic adventure, keep the various aspects of the dragon's persona and goals in mind. Decide what the dragon wants—why it is where it is—and build the encounter and plot accordingly. A dragon leaving its lair to hunt out of hunger behaves differently from one seeking to manipulate two nations into a war so that it might eventually loot the wreckage.

Remember that dragon-themed adventures need not revolve around the PCs fighting a dragon. An adventure could just as easily place the dragon on the same side as the PCs, working for mutual benefit or against a common enemy (see "Chromatic Patrons," page 55). The PCs might even find themselves caught between two or more dragons in conflict with one another, forced to choose sides or to work against all with equal fervor.

An ambitious DM could mix and match these ideas, having a dragon begin as an enemy and later become an ally, or having a supposed ally betray the party. This approach can work particularly well in ongoing dragon-themed campaigns (see page 57).

Adventure Hooks and Quests

The following hooks and plot seeds can form the basis for a variety of dragon-themed adventures. Use them as written, shake up the power levels, or take portions of the ideas to build your own. For DMs who wish to use these adventure hooks as quests, this section also provides suggestions on potential motivations, specific goals, and rewards.

The level notation in each title refers to the most potent dragon in the hook. Use it as a rough guide for determining the levels of the encounters you include in your adventure. The XP rewards noted below assume five PCs.

False Witness (Level 5)

In the cold north, at the base of a broad mountainside covered with thick evergreen forests, a series of small villages once thrived. An economy based on lumber permitted trade with nearby communities and a lifestyle that, though far from lush, offered modest comfort. Now, however, a young white dragon that dwells on the mountain peak terrorizes the villages at regular intervals. Livestock and villagers disappear with alarming frequency, leaving behind nothing but pools of blood and sheets of ice. The villagers grow desperate. Unless the adventurers can save them, they will have to abandon their homes.

Although the scenario appears straightforward enough, the culprit behind these attacks is not the white dragon at all, but a mystically inclined young green dragon that dwells deep in the woods. This green wishes to expand its territory into a region currently claimed by the white, but it sees no reason to risk its own well-being in the process.

Through the use of some minor deception rituals, the green dragon appears as a white wyrm. This dragon has laid siege upon the villagers, hoping that they will take action against the white dragon and leave the territory free for the green to claim. The plan also weakens the human communities, so the green might easily enslave them after the adventurers depart.

Quest Hook: The local inhabitants request or employ the PCs to eliminate the white dragon. They offer to pay some gold—not much, but whatever they can afford.

Alternatively, one of the PCs might have friends or relatives here and wish to take on the task unasked.

Quest XP: PCs who follow their quest to the letter and hunt down the white dragon without learning of the deception earn a minor quest reward of 200 XP. Later, they might learn of the green dragon's subjugation of the villages they thought they saved.

PCs who discover the green dragon's involvement and realize the white is innocent of this particular crime also earn a minor quest reward of 200 XP.

Quest Hook: Upon learning the truth, the villagers ask the PCs to go after the green dragon. They cannot offer any additional reward.

Alternatively, after the PCs learn they've been duped, they might take on the task of defeating the green dragon without prompting, either out of a sense of justice or out of anger.

Quest XP: PCs who unravel the entire scheme and slay or drive off the green dragon earn a major quest reward of 1,000 XP.

PCs who go on to drive away the white dragon, or at least convince it not to threaten the communities, earn a minor quest reward of 200 XP.

Out of the Dark (Level 7)

In the midst of an otherwise unrelated adventure, or perhaps during well-earned downtime, the PCs become the targets of a number of seemingly random attacks. Kobolds might attack one day, dragonborn the next. Even a few humanoid assassins might enter the picture. Initially, nothing obvious connects these assaults, but the fact that they keep coming should suggest to the PCs that something is amiss. An enemy seeks to destroy them, but who could it be? For that matter, as a low-level party, have they even had time to make any truly potent enemies?

Careful investigation—anything from the questioning of survivors to the discovery of documents written in Iokharic on the bodies of dispatched attackers—eventually reveals a dragon as the common thread in all these encounters. The PCs should eventually trace the attacks to a specific young red dragon dwelling near an entrance to the Underdark. Written references to meetings in a range of hills with deep caves might provide clues, as well as the fact that all attackers carry uncut jewels or raw ore (as their payments from the dragon). The PCs might even allow survivors to flee and then follow them back to their employer.

Quest Hook: The PCs, growing tired of these random attacks, set out to learn the reason behind the attempts to kill them.

Alternatively, the government of the local community might demand that the PCs either find a way to halt these attacks or leave before any of the citizens come to harm.

Quest XP: PCs who learn the identity of the red dragon earn a minor quest reward of 300 XP. If the PCs learn its motivations and find a means of stopping the attacks, they earn a major quest reward of 1,500 XP.

To make this story work, you must decide why the dragon singles out the PCs. Do they have something it wants—perhaps something acquired in a prior adventure? Has one of them descended from a hero who slew the dragon's mother? Does the dragon have reason to believe a prophecy that one of the PCs will thwart one of its schemes in later years? Whatever motive you choose, remember that it will drive not only this adventure but possibly future adventures.

Gathering Storm (Level 13)

Even in the dark wilderness that is the known world, with the sputtering lights of civilization few and far between, some regions harbor greater dangers than others. One such place is the Alkavanti Hills, a combination of rolling hills and stretches of grassland that monsters have found a veritable playground. The area has also attracted adventurers seeking to pacify the land and to render the once-major highway safe again.

The adventurers seem finally to have succeeded. For months, traders who had to pass near the area have all arrived safely at their destinations. Orc tribes, chimeras, and stranger beasts that once menaced passersby in the Alkavanti have disappeared.

The region is quiet. Too quiet.

In fact, the monsters remain in the Alkavanti. An adult blue dragon gathers them, forcing them to cooperate with it and organizing them into ranks. With an army of monsters to do its bidding, the dragon plans to resume far more effective raids on travelers than they have previously known. It will also eventually threaten existing communities and more important trade routes.

Quest Hook: A patron or other powerful individual wants the PCs to recover a treasure said to lie in the Alkavanti Hills. He offers a pittance of a reward, because he, like others, now believes the region to be safe.

Alternatively, one of the PCs might have heard of the treasure (perhaps through a History check), and the party sets out to retrieve the treasure of their own initiative.

Quest XP: If the PCs retrieve the treasure despite unexpectedly strong resistance, they earn a major quest reward of 4,000 XP.

Quest Hook: The PCs seek to learn the reason for the sudden absence of monsters along the main road. They might do this out of their own curiosity, or one of the region's petty nobles might want someone to check it out. The noble offers a modest reward, because he merely seeks information.

Quest XP: If the PCs learn that the blue dragon gathers the monsters into an army, they earn a minor quest reward of 800 XP. Clues the PCs find might include such discoveries as an orc military encampment more orderly than usual, or adjacent tracks of different kinds of creatures that normally do not travel together.

Quest Hook: After the locals learn the truth, they become desperate to find out the blue dragon's plans and to stop those plans. They beg the PCs to do so. Local nobles offer a larger reward than they previously offered for the information—and another large reward if the PCs can stop whatever the dragon has planned.

Quest XP: Learning the dragon's plans earns the PCs a minor quest reward of 800 XP. Fighting their way through to the dragon and stopping its schemes earns them a major quest reward of 4,000 XP.

You'll need to decide the extent of the dragon's plans. Does it intend merely to increase its wealth and influence, or does it have a more intricate purpose for its army? Also, does the death of the dragon cause the army to disperse, or does something from

within the ranks step forward to take the dragon's place? If the latter, the PCs do not earn the major quest reward until they truly stop the assembled monsters.

Shipwreck (Level 18)

This adventure begins with the PCs on a sailing vessel. (You decide the vessel's precise nature and intended destination.) On a dark night, with weather poor but not too dangerous, a howling wind blows. From above, an elder gray dragon attacks, targeting not the people on deck but the ship's mast and hull. The ship capsizes. The PCs survive in the cold water in the short term, after which they wash up on a nearby island.

Strangely for such a rapacious breed, the gray makes no effort to eat or kill any of the survivors. It continues to appear in the sky at intervals as though keeping an eye on the PCs and the sailors, but it does not attack unless they attack it first or attempt to leave the island.

After experiencing any other island encounters you choose to add, the PCs eventually discover an enormous face carved in the rock at the top of the highest hill. The carving shows signs of long-ago ritual use, suggesting that it is a religious idol. Tracks indicate to the knowledgeable that the dragon has knelt there multiple times.

Indeed, the dragon's intent in attacking the ship was to offer those aboard as sacrifices.

Quest Hook: The sailors beg the PCs to protect them from the dragon and from the other hazards of the island.

Quest XP: Ten of the ship's crew members make it to the island alongside the PCs. Each crew member who makes it back to civilization with the PCs is worth 1,000 XP, up to a total major quest reward of 10,000 XP. Make sure that the island's monsters and other dangers threaten the NPCs; the PCs must earn their quest reward by struggling to keep the crew alive.

Quest Hook: The PCs seek to learn the reason the dragon shipwrecked them and the reason it prevents their escape.

If the PCs' curiosity does not suffice, the sailors' curiosity does: The sailors demand the PCs do something.

Quest XP: If the PCs discover the dragon's connection to the idol and recognize that the dragon worships the idol, they earn a minor quest reward of 2,000 XP.

If the PCs can determine the power the idol represents, perhaps through investigation of hidden tunnels and shrines in the mountain, they earn another reward of 2,000 XP.

Decide what sort of deity, demon, or other spirit the idol represents when you decide to run this adventure. The idol could represent an old version of a known evil deity, such as Gruumsh, Torog, or Zehir. It might represent a demon lord, such as Orcus or Demogorgon. It could even represent a prince unknown to modern sages or an utterly alien entity. (Religion and History checks can inform the PCs of the information you wish them to have.) After you determine what the idol represents, decide why the dragon worships it. Has the dragon discovered powerful magic in the idol? Has the dragon received a dream or visitation by a power seeking a likewise powerful servant? Or is the dragon mad, obsessed with an inanimate object devoid of any true meaning?

Crossfire (Level 22)

This adventure begins traditionally. In an area strewn with several towns and perhaps a city or two, mysterious deaths and disappearances are on the upswing. Livestock has been decimated. People have failed to arrive at their destinations along previously safe roads. The situation is the sort that cries out for an adventuring party. It might even seem a little old hat to an epic party—something that might have posed a challenge many years and levels ago. Now the party can deal with it easily.

Ah, the arrogance of high levels. . . .

In fact, the region has recently become the battleground between a pair of elder dragons. A purple dragon has chosen to expand its territory upward, to encompass the nighttime surface directly above its Underdark domain. This enterprise has placed it in direct conflict with an elder red that dwells in the mountain caves and high peaks nearby.

Were the dragons to wage their conflict directly, the weaker purple dragon wouldn't stand a chance. Instead, the purple has sent Underdark operatives to attack the area's inhabitants—thereby depleting the red's food sources of livestock and travelers. The purple has captured local villagers and pressed them into service as slaves or forced them to reveal aspects of the terrain and environment that might prove strategically useful. The purple has also sent thieves after the old weapons and items of several legendary dragonslayers throughout the region and well beyond, planning to use those weapons and items in its struggle against the red.

With modification, you can use this adventure hook effectively as a sequel to the "Gathering Storm" hook presented previously. You might substitute the adult blue dragon in that adventure for the elder purple in this one (or vice versa), setting up events so that the PCs never encounter the dragon directly. Perhaps the PCs destroy one of the dragon's agents and discover that other armies gather to even the odds in the blue (or purple) dragon's efforts against the tougher red.

Quest Hook: One of the local governments offers a reward for anyone who can learn the cause of the region's troubles.

Alternatively, the PCs might have personal reasons for doing so, and thus investigate without promise of reward.

Quest XP: If the PCs learn that a dragon is behind the raids and disappearances, they earn a minor quest reward of 4,150 XP. If they learn that two dragons are involved and in conflict, they gain a second, identical reward.

Quest Hook: Although the PCs can take on each dragon, doing so is dangerous. They might realize—or one of the local leaders might suggest—that they can resolve the situation in other ways.

Quest XP: If the PCs diplomatically broker an armistice that not only ends the current hostilities but guarantees no future outbreaks, or if they coax the purple into direct conflict with the red, thus weakening the loser so that they can take it out with little trouble, they earn a major quest reward of 20,750 XP.

But the Dead Dragons Shall Rule (Level 26 or 29)

The variable level depends on whether the PCs disrupt the ritual before the dragon becomes a dracolich or after. This adventure works best if you seed hints of it into prior adventures: mysterious figures stealing magic items and rituals, sudden attacks as the black dragon wipes out the cult's enemies, and so on.

Over the course of the past few months, a vile cult devoted to Orcus has been gathering mystical components and living sacrifices for the rite to transform a living dragon into a dracolich. The cult even has a willing recruit: an ancient black dragon hungry for the extra power and immortality of undeath.

This is the sort of outcome PCs want to prevent. Multiple factions have their hands in this adventure, however, so the characters might need to decide with whom they want to work, if anyone.

The cult seeks not only to create the dracolich but also to create a phylactery with which it can command the creature's obedience. The dragon knows of the phylactery and plots to sabotage its creation. Several of the dragon's agents within and outside the cult labor to replace components of the phylactery with fakes.

Locally, a church of Pelor has learned of the cult's intentions and works to stop the plans. It is short on people and inexperienced with such problems, though. Its followers are as likely to get themselves killed or to put other innocents in danger as they are to succeed in their endeavors.

Finally, a dragon patron of the PCs has planted its own agent in the cult. This dragon seeks to ensure the completion of the ritual and then to abscond with the

VINCENT DUTRAIT

phylactery and its agent. The turncoat cultist, having been involved in the ritual, will be able to use the phylactery to control the dracolich, granting the PCs' patron dragon a truly potent servant.

Quest Hook: On behalf of any one of a number of factions, such as the church of Pelor, the PCs set out to discover the cult's activities.

Quest XP: If the PCs learn that the cult of Orcus seeks to create a dracolich and has a willing subject, they earn a minor quest reward of 9,000 XP.

Quest Hook: The Church of Pelor seeks the PCs' aid in stopping the rite and destroying the cult.

Quest XP: If the PCs halt the rite but fail to destroy the cult, they earn a minor quest reward of 9,000 XP. If they destroy the cult after the ritual is complete, they earn an identical reward. If they destroy the cult before it can complete the rite, they earn a major quest reward of 45,000 XP.

Quest Hook: The PCs' dragon patron requests that they ensure the completion of the ritual and the escape of its agent with the phylactery.

Quest XP: If the PCs deliver both the agent and the phylactery to their patron, they receive a major quest reward of 45,000 XP.

Quest Hook: The PCs realize that they are running out of time or lack the strength to stop the ritual from commencing. They allow the dracolich to maintain its free will, keeping it out of the hands of the Orcus cult. They set out to aid the black dragon's operatives in sabotaging the phylactery.

Quest XP: If the PCs have a hand in effectively sabotaging the phylactery, the PCs earn a minor quest reward of 9,000 XP.

Chromatic Patrons

Though the majority of chromatic dragons are vicious, predatory, or downright evil, some of them have no interest in harming others—at least not others wise enough to stay out of their way. Some prefer to live in peace, seeing such an existence as the easiest way to secure their own comfort. A rare few have streaks of altruism, seeking to use their great power and knowledge to aid others (though they welcome rewards for so doing; they're still dragons).

Although such a dragon can act as a surprising ally in a single adventure, you might also consider involving one in a campaign as a patron for the PCs. Such a dragon behaves, in many respects, like any other patron: It offers aid, funding, or shelter; it points the party toward adventure and riches; and it provides them access to information or resources. In other respects, differences abound between (for example) patronage by a human knight in a castle and patronage by a green dragon in the depths of the Haunted Wood.

Missions and Endeavors

In most cases, a chromatic dragon acts as patron to adventurers for one of three reasons: to complete a task it considers menial or tedious, to do something it cannot do, or to complete a dangerous task. Examples follow.

The dragon thinks the objective is too unimportant or time-consuming for it to acquire or complete. Possibilities include:

- The retrieval of a treasure that the dragon covets but that has relatively little value.
- Gathering of information about a community that encroaches upon the dragon's territory but poses no real threat.
- The humiliation of a major enemy.
- The destruction of a minor enemy that is more a nuisance than a rival.
- A long-term effort to spy on a government, organization, or church to which the dragon cannot devote the time.
- Guarding the dragon's agents or allies as they run errands between points of civilization.

The dragon cannot acquire or complete the objective itself. Possibilities include:

- Retrieval of a prize from a family or community with which the dragon has sworn never to directly interfere.
- Slaying of an enemy, or retrieval of a treasure, within a dungeon or location the dragon physically cannot enter, perhaps due to magical wards or size considerations.
- Delivery of a message to a rival that would attack the dragon on sight.
- Arrangement of a gathering with people who would never agree to a meeting with a dragon.
- Manipulation of a ruler, merchant, or other individual on guard against outside interference.
- Acquisition of multiple treasures, multiple pieces of a treasure, or the components for a ritual within a limited window of opportunity.

The dragon thinks the objective poses too much danger for it to acquire or complete. Possibilities include:

- Attack against a major rival the dragon thinks might overpower it.
- Retrieval of a treasure, ritual, or secret from a dungeon or area the dragon considers too dangerous. (Certain infamous dungeons, such as the Tomb of Horrors or the Temple of Elemental Evil, might qualify.)
- Acquisition of a prize the dragon is widely known to covet, thus revealing the dragon's involvement.

Individual Patrons

Young dragons rarely become patrons. Most of them endeavor to establish their own bases of power, fear dealing with more powerful adventurers, or lack any understanding of how to contact, control, or manipulate people. Ancient dragons more commonly, but still rarely, become patrons. Ancients with an interest in minions already possess a pool of agents, operatives, slaves, and even worshipers. Therefore, adult and elder dragons are the most likely dragons to act as patrons to adventurers. Gray and white dragons rarely become patrons.

Each entry below exemplifies a specific type of patron.

Kallahandros, Open Patron: An adult purple dragon, Kallahandros makes frequent use of adventuring parties as agents due to his lack of familiarity and comfort with the surface world. He makes no attempt to disguise his identity. He communicates with his agents either directly or through other minions that have permission to identify their employer. He rarely deceives or withholds information from those who assist him unless he thinks he has no other choice. He would rather inspire loyalty, or at least grudging trust, than force or trick adventurers into serving his needs.

Kallahandros seeks to increase the size of his hoard and gather knowledge of the surface, particularly of governments, tribes, and factions that operate near the entrances to his own Underdark domain. Rather than pay adventurers to perform tasks, he points them to existing treasures hidden in dungeons, requesting that they bring him a portion of each find. Although he does not engage in combat on behalf of his agents, he offers them occasional use of his caverns as a refuge, in case the need arises for a place to hide or recover.

Tallasht, Hidden Patron: "Tallasht" might not be this elder blue dragon's true name, but it is the only one he gives. Indeed, few people are even aware that she is a dragon. She has operatives active throughout the world, but few as skilled as the adventuring parties to which she offers patronage. She employs adventurers to gather valuable treasures and to eliminate threats or potential threats to his territories or political ambitions.

Tallasht, like other hidden patrons, rarely reveals her true nature. She most often communicates with adventurers through emissaries. Rumor has it that one of her agents sometimes claims to be her, so adventurers cannot lead an enemy to her location or reveal her identity. Beyond this basic ruse, however, she is only slightly more deceptive than an open patron. On occasion, she might omit details—such as details regarding the true power of magic items—but for the most part, she limits her deceits to lies necessary to conceal her nature and identity.

Parotheon, Deceptive Patron: A significant minority of chromatic patrons fit their kind's traditional mold. Deceptive patrons are evil. They keep only their own interests—and none of their agents' well-being—at the heart of their schemes.

Like Tallasht, the adult green dragon Parotheon hides his true nature, making use of magic or emissaries for communication. Unlike Tallasht, however, he employs entirely dishonest methods. He sends operatives to acquire treasures but lies about the treasures' value or power. He promises to make efforts on his agents' behalf and then doesn't follow through. He employs multiple agents to complete the same task, increasing the likelihood that that one will succeed but also pitting them against one another. He causes adventurers to take inadvertent action against his nonevil enemies or to take on enemies too powerful for them.

Parotheon can only maintain these deceptions for so long, before his agents discover his web of lies. He then turns against the operatives or attempts to remain their patron by shifting to intimidation tactics.

Verexes, Intimidating Patron: Unlike the others—even the deceptive patron, who hopes to create cooperation through lies—the elder brown dragon Verexes has no interest in convincing adventurers that they want to work with her. Instead, she forces them.

Convinced of her own strength and of her operatives' frailty, she demands obedience. She might threaten her coerced operatives directly, swearing to kill them if they don't serve her. She might threaten their friends, their families, or unrelated innocents. She tells agents the minimum she thinks they need to know. If the agents fail, she presses someone else into service.

The intimidating patron is the most likely of all draconic patron archetypes to be truly evil. Even a deceptive patron might have semilegitimate reasons for lying, but only the vilest personality enforces obedience by threatening harm. Verexes cannot maintain control of an adventuring party indefinitely in this way, but she has no interest in forming long-term relationships. She intends to abandon or kill her operatives after a few missions.

Although logic suggests that intimidating patrons should be the most common chromatic patrons, a wise DM is conservative with characters like Verexes. This sort of patron can quickly frustrate PCs. If the PCs must obey an intimidating patron, later give them the opportunity to escape its influence and seek payback, either on their own or perhaps with the aid of a new, rival patron. Alternatively, the PCs might be called upon to help a friend or acquaintance escape the influence of an intimidating patron.

Chromatic dragons can ultimately serve as the basis of entire campaigns. More than a series of dragon-themed adventures strung together, a successful draconic campaign involves long-term schemes and efforts on the parts of the dragon (or dragons) and the PCs. At the conclusion of such a campaign, the players should feel a true sense of accomplishment, measured not only in the number of dragons overcome but also in the significance of the goals they have achieved—or have prevented enemies from achieving.

Although a draconic encounter or adventure can present a dragon as just a big, bad monster, a draconic campaign works best with dragons acting more like NPC villains. Each dragon should be more than just a ferocious opponent. It should have a name, a personality, and goals. Even if the PCs never learn all these details, such details go a long way toward enabling you to portray the dragon richly. Such details also aid you in making decisions about how the dragon reacts to circumstances. (Fleshing out the details about dragons works well in shorter adventures as well, because it makes dragons stand out against other monsters.)

As with any campaign that has an ongoing theme or plot line, not every session or adventure must revolve around dragons. Include nondraconic adventures in a draconic campaign. Show other events happening in the world around the PCs, so that confrontations with dragons or draconic agents take on greater meaning. Feel free to change things up, regularly and frequently.

Two campaign arc examples follow, showcasing ways to build a draconic campaign. Their broad strokes allow you to fill in the details or co-opt the concepts as you see fit.

Fabulous Dragonslayers

A campaign based on dragons in their traditional role—that is, as monstrous and malicious adversaries in desperate need of adventurers to wipe them out—can reveal the potential consequences of PCs becoming known as "the best there is at what they do."

Heroic Tier: Rise Up

As the campaign begins, the PCs find themselves in a traditional adventuring environment: a region full of scattered villages and communities, the wilds between them crawling with an array of monsters. Indeed, the first few adventures betray little sense of a larger picture.

Slowly, the PCs come to realize that the seemingly unconnected monsters have a common connection. The lizardfolk tribe in the region's far east seems prepared for the tactics the PCs used against the hobgoblin bandits in the north. Thieves that come after the PCs in town know exactly what items the PCs found in the last dungeon they explored—and the thieves attempt to steal only the most valuable of those items.

Rumors and gathered information reveal that only two kinds of people disappear from the main roads: the richest of travelers, and messengers sent to call for help from communities beyond. Other passersby continue in safety. Someone or something guides the efforts of the region's monsters.

By questioning survivors, the PCs eventually learn of their enemy: Sulveras, an adult black dragon that has more or less ruled the region for decades. Some of the governing officials in the various towns know about him but elect to keep quiet, even paying him tribute and feeding him information to avoid risking overt attacks on their lands and people.

Still too weak to face Sulveras on their own, the PCs must travel the region seeking allies willing to oppose the draconic tyrant. Some allies might offer to aid them in combat. Others might provide refuge, information, magical aid, or funding.

As these activities progress, the dragon makes an appearance, terrorizing local communities in an effort to locate the PCs who have been interfering with its minions. Townsfolk might turn against the PCs, hoping that revealing them to the dragon will cause the beast to spare their homes and lives.

Finally, at the culmination of the heroic tier, the PCs have the might to confront Sulveras, putting an end to his reign of terror over the region and causing his minions to scatter to the four winds.

Paragon Tier: So Many Voices

For a time, the PCs enjoy their well-earned victory and engage in unrelated adventures. Eventually, however, as word of their victory against Sulveras spreads beyond the local region, their reputation as dragonslayers grows (perhaps magnified in the telling). They encounter new problems. People from distant lands—well, relatively distant—come to them with every dragon-related complaint imaginable. Some tales are pure hysteria, perhaps spawned by the presence of giant lizards, wyverns, or hunting drakes. Other tales, however, might obligate good-hearted PCs to help all comers or might tempt mercenary characters with offers of rewards and opportunities to raid a dragon's hoard. Between lesser adventures, the PCs might deal with the following three scenarios.

1. An adult gray dragon has taken up residence near Upper Whitewall, a small, independent city. The gray demands regular tribute—both gold and tasty citizens—from the city and has forged a pact with Upper Whitewall's formerly unimportant guild

of thieves. Between the thieves' guild and the dragon, the city's coffers begin to dry up and its supply of convicts to offer to the dragon runs low. Soon it will have to start sacrificing innocent citizens to the beast. The PCs need not dig to discover the overt alliance between the wyrm and the suddenly profitable guild, but they must find a way to deal with both.

2. King Olus of Phalanzia has grown terrified. (His kingdom is little more than a city-state with vassal towns a day's travel from one another.) Several of his advisors have begun to act out of character, pushing for increased taxation and military action against neighboring communities. Sporadic sightings of a dragon in the region have led Olus to believe that a wyrm influences his court, and he has called upon the famous dragonslayers for assistance. In fact, a good-aligned dragon has worked behind the scenes of Phalanzia, unknown to Olus, for several generations, making the area better for both itself and the humans. The dragon recently sighted in the region, however, is an elder blue. It seeks to increase the king's paranoia until he discovers and moves against the good dragon, leaving the region free for the blue to claim.

3. During the PCs' latest few adventures, they have been beset by a series of seemingly unrelated attacks—from mercenaries, from living breaths (see page 228), from dragonborn, and from dragonspawn. It seems like the beginning of their careers all over again, with one vital difference: These attacks don't target a given region, they target the PCs.

Epic Tier: You Asked For It

The PCs, with their reputation as dragonslayers, have attracted serious unwanted attention: that of Khostra-Vokhan, an ancient red dragon and sacred knight of Tiamat. He has arranged the attacks on the characters as a means of testing them to learn their abilities and weaknesses. The ancient red intends to slaughter them in holy retribution for their actions against chromatic dragons, but first they must suffer.

The PCs' first encounter with Khostra-Vokhan occurs when they are too weak to confront him directly. In the midst of a village or a city, the great wyrm attacks, destroying as much of the community as it can, just so he can reveal the PCs' relative weakness. At this time, the PCs can only save the lives of the residents caught in the destruction.

During their next few adventures, the PCs learn more of this new terror. Khostra-Vokhan makes no effort to hide his nature or identity, so the PCs might learn his name from any of the monsters he sends after them, or from sages who have heard of him, or through ritual divinations. They might also seek out allies or magic items to aid them in their struggle.

The dragon attacks several more times in this manner, striking near but not directly at the party. He sends more minions after the PCs themselves. An ally of the characters—perhaps the good-aligned dragon from earlier in the campaign—eventually offers them refuge in a place where Khostra-Vokhan cannot find them. The ally also provides the PCs with knowledge of the red dragon's lair, allowing them to seek out their enemy when they grow powerful enough. Finally, they put an end to him once and for all.

The Dragon's Hand

The previous campaign arc places dragons in their standard role. This one involves the PCs in long-term cooperation with a dragon. Initially as a patron, later as a more direct ally, the dragon demonstrates that not all chromatics are evil.

The campaign does have its fair share of draconic villains, however. After all, nothing makes a better common enemy for an adventuring party and a patron dragon than another, more powerful wyrm. . . .

Heroic Tier: A Mysterious Patron

After a few successful early adventures, an emissary of someone named Tallasht (see page 56) approaches the PCs. The emissary claims that he has learned of the PCs' accomplishments and told his employer about them. His employer, impressed with what he has described, would like to pay the PCs to retrieve an ancient book located within the library of a ruined, abandoned castle. The PCs need only bring the emissary's employer the book and ten percent of any other treasures gained. The rest of the treasure is theirs to keep—and there is plenty of it. Tallasht would also like to meet the characters and consider further patronage, if their first job goes well.

Only if the PCs agree does the emissary offer them directions to the ruins of which he speaks. He also describes the book, written in Iokharic and bound in the tanned hide of a rage drake.

In the fallen castle, the PCs face a variety of monsters that have moved into it and its dungeons. The party eventually finds a valuable hoard, the book included. If any of the PCs read Iokharic, they discover that the book is a sage's biography of a number of dragons hundreds of years gone.

Returning with the book, the PCs meet an agent of Tallasht, seeming to be a human knight who rules a small territory from a well-fortified keep. "Lord Tallasht" congratulates the PCs on their success and explains that he would like to serve as their patron. He offers them an occasional safe refuge, short-term loans, and—most important—directions to riches and magic they otherwise could not find. In exchange, he requests ten percent of all treasures they find, as well as the right to send them on occasional missions. If questioned about his motives, he explains that he seeks to enrich and strengthen his holdings and to defend against enemies who would see his lands destroyed.

Tallasht suggests or requests several of the PCs' otherwise unrelated adventures that follow. Most of them involve the recovery of magic weapons, but in a few instances the characters must eliminate potentially dangerous creatures, such as the leader of a gnoll tribe or the leader of a human cult of Tiamat. Eventually, through questioning or eavesdropping, the PCs learn that several of these enemies serve someone or something called Virrikai.

If any PCs read through the book on dragons before turning it over to Tallasht, they recognize "Virrikai" as the name of a brown dragon that was young a few hundred years ago. If none of them read the book, they can learn this information by consulting a sage. Also, in the dungeons and ruins that Tallasht sends the PCs to explore, allow the PCs to make Perception checks to notice dragon tracks and other clues of a dragon's recent presence.

In case these measures aren't enough to demonstrate Tallasht's involvement with dragons—and to reveal that she hasn't told them the entire truth—an adult brown dragon soon attacks the PCs. They realize that the brown is far from home and too young to be Virrikai. They struggle in the battle but should be at a level just high enough to overcome the dragon.

Paragon Tier: Welcome to the War

For a time, the PCs cannot make contact with "Lord Tallasht." He has vanished.

After the PCs experience several unrelated adventures, the emissary from their earlier adventures again approaches them. He explains that the person they knew as Tallasht has been slain and that it is time for them to meet their true employer.

Helping the PCs fight off several attacks on the way, the emissary leads the PCs to the blue dragon Tallasht's lair deep in the hills of a rainy highland region. After assuring the PCs that she means them no harm, Tallasht explains that she had hoped to keep her involvement secret, for her protection and theirs. She reveals that, for centuries, several rival families of dragons have warred over the region, working primarily but not entirely through agents and dupes rather than risking their lives fighting each other directly.

She explains that her rivals are two ancient dragons, the gray Qumasthes and the brown Virrikai, both far more powerful than she. Although she admits that she places more value on her own life and on the lives of her hatchlings than she places on the lives of humanoids in the region, she claims that if Qumasthes and his clan of grays win the conflict, all the communities will become nothing but dragon hunting grounds. If Virrikai proves dominant, he will attempt to transform the region into his domain. It is therefore in everyone's best interest if the PCs continue to allow Tallasht to serve as their patron.

Tallasht's interaction with the PCs becomes more open from this point. They still have time for several unrelated adventures, but she frequently points the PCs toward agents and followers of the other dragons, or requests that they find ever more powerful magic for use against their rivals when the day of reckoning finally comes. Between fighting the powerful minions of Qumasthes and Virrikai, and surviving assassination attempts sent in return, the PCs should advance to the epic tier with alacrity.

Epic Tier: Endgame

Concerned by the PCs' successes against their minions, Qumasthes and Virrikai briefly put aside their differences to concentrate their efforts. Marshaling their forces, they wipe out many of Tallasht's allies and operatives in the local communities and tribes. Tallasht, in turn, ups the ante further, requesting that the PCs go after Virrikai himself. She explains that Virrikai is easier to find and less powerful than Qumasthes. Further, Virrikai is the more organized of the two. If he falls, Qumasthes might have difficulty controlling both armies.

The PCs' greatest adventure to date involves tracking Virrikai to his lair, fighting their way through his forces, and slaying him. Upon killing Virrikai, they still aren't through with him: After another adventure or two, Virrikai's children, a pack of elder brown dragons, seek vengeance.

Although the PCs survive, they suffer a great loss. While they were killing Virrikai, the vile Qumasthes was slaughtering Tallasht.

Tallasht's hatchlings have survived, having hidden in secret caves throughout the lair. They describe their terror as the ancient gray tore apart their mother and her soldiers. They beg the PCs to continue the task set to them: to destroy Qumasthes before he and his clan of gray dragons consolidate their dominance of the region.

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The final challenge of the campaign is up to the PCs. Do they dig in, take command of Tallasht's surviving allies, and wait for Qumasthes to come to them? Do they try to hunt him as they did Virrikai? Do they pretend to flee, luring Qumasthes and his offspring to chase them down?

Assuming the PCs are victorious, none of the competing dragons remain except Tallasht's hatchlings. The hatchlings, completing the circle that began at the start of the campaign, ask the PCs to become their patrons, protecting them until they grow older and teaching them the ways of the world. This, perhaps, is the final epic victory of an adventuring party—not the slaying of dragons, but the shaping of the next generation, ensuring that blue wyrms in years to come will truly prove friends, not foes, to all.

Dragon Hoards

Fighting dragons is not for the faint of heart. It's nasty work, and taking on a dragon in its lair might be the last thing a would-be hero will ever do. With the power a dragon has at its disposal, one might wonder why an adventurer would bother squaring off against such a terror when fighting goblins and orcs are far easier prey. The reason is simple: the dragon's hoard.

Dragon hoards are legendary in the Dungeons & Dragons game world with good reason. Of all the vaults player characters plunder, of all the monsters they defeat, none of them grants the reward that defeating a dragon does. A dragon's hoard is a thing of beauty: piles of fabulous coins, priceless jewelry, chests heaped near to bursting with precious gemstones, weapons, armor, and long-lost magic items. A hoard excites the senses, sparks the imagination, and provides a thrill equal to the vicious fight with the dragon. The treasure that makes up even the lowliest dragon's hoard is enough to keep a commoner comfortable for the rest of his days, while the larger hoards of great wyrms and ancient dragons could give a mortal coin enough to purchase a small kingdom. With all that tempation, it's no wonder fools and heroes alike test their mettle against these creatures of legend.

Dragon Hoard as Terrain

A dragon's hoard can be just what it seems—a pile of gold and items that will keep the PCs well stocked until their next adventure. However, a dragon's hoard can be as much of a hazard as a deadly trap or as beneficial as a healing font. A hoard might interfere with movement, slash at foes that stumble into it, or make fighting atop of slippery gold coins a significant tactical error. These possibilities offer obstacles and provide advantages to make the battle in the dragon's lair as memorable as facing the dragon itself.

Adding fantastic terrain elements to a dragon's hoard does not affect the monetary value of the hoard, nor does it alter or modify any of the magic items. Instead, the dragon's hoard and its unusual effects can be a result of the treasure's composition. A stockpile of gold coins could interfere with movement, while a highly polished shield might temporarily blind a character standing nearby.

Size and Space: For the purpose of placing fantastic treasure hoards, assume that a treasure hoard covers 1 square for every 10,000 coins present. Additional items such as piles of weapons, armor, and large valuables can take up additional room. Dragons like to look at beautiful, interesting, or intriguing things from different perspectives, so arrange the hoard around the lair, placing the terrain as needed to make the combat engaging.

Fantastic Terrain Types

Come up with one of your own design or select a fantastic feature that works best with the treasures in the hoard from among those that follow. A hoard should have no more than one fantastic terrain quality per tier (one for a heroic tier hoard, two for paragon, and three for epic).

Combustibles: Some treasures are flammable. These include paper, scrolls, furs, and precious woods—in addition to such items as furniture, wagons, and carriages. All of those can go up in flames. Whenever treasure in a square of this terrain type is in the area of a close or area attack power that has the fire keyword, it automatically catches fire. Characters starting their turns in a space adjacent to flaming treasure take 5 fire damage at the heroic tier, 10 fire damage at the paragon tier, or 20 fire damage at the epic tier. Combustible treasures are destroyed when they burn. In addition, the combustion creates smoke, lightly obscuring the area within 2 squares of it. The fire and smoke persist until the end of the encounter, though a character can extinguish the flames in 1 square with a standard action to smother them.

Dazzling Treasure: A mirror, shield, or other shiny surface reflects and intensifies light shined upon it so that those nearby are temporarily blinded by its brightness. A character ending his or her movement in a square adjacent to dazzling treasure and within the area of a light source is blinded until the start of his or her next turn.

Distracting Prisoner: A dragon's incredible charisma and the sheer terror it inspires can unravel the minds of those it holds prisoner. Some just weep and gibber, but a few come to see the dragon as their friend, protector, and champion, in spite of the fact that the dragon will most likely eat them eventually. So deluded are these fools that they might try to hamper or distract their would-be rescuers.

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The first character to start his or her turn in a square adjacent to a distracting prisoner takes a –1 penalty to speed. Wherever the character goes, the deluded prisoner attempts to cling to the character and follow him. An affected character can escape the prisoner, leaving the prisoner standing where it is and removing the speed penalty, by succeeding on a DC 10 Strength check as a standard action. Otherwise, the speed penalty lasts until the end of the encounter or until the prisoner is slain.

Dragon-Cursed: Dragon-cursed treasure carries the maliciousness of its owner to such an extent that anyone that handles as much as a gold piece falls under a mild curse. A character in possession of dragon-cursed treasure while the dragon still lives takes a –2 penalty to all defenses until he or she discards the tainted item (throws it away to no benefit) or has a Remove Affliction ritual performed on him or her.

Shifting Piles and Slippery Coins: Loose coins can be treacherous to move through, since they create unstable footing. Each square containing treasure counts as difficult terrain. In addition, the dragon gains a +5 bonus to Perception checks made to hear intruders when they enter a square containing the treasure.

Vicious Treasure: As wondrous as a hoard can be, it can also be dangerous. Caches contain weapons, armor, and other sharp objects that can snag and cut the unwary. Any character who enters a square containing vicious treasure takes 5 damage at the heroic tier, 10 damage at the paragon tier, or 20 damage at the epic tier.

Principles of Hoard Design

Generating a dragon's hoard can be as simple as writing down the number of gold pieces and picking a few items, but such a strategy is rarely rewarding for players who have risked their characters' lives and limbs to defeat the dragon. Indeed, PCs deserve a bit more than a humdrum pile of gold (or platinum or astral diamonds). Given how important dragons are to D&D, their treasures ought to have as much character as the dragons have themselves.

A dragon's hoard is an impressive thing, not only for the accumulated wealth, but also as a window into the psychology of the dragon that claims it. A hoard includes those things the dragon has found, had been offered as tribute by terrified mortals, or has taken by force. In all, the dragon's hoard is representative of what the dragon likes, what it values, and fundamentally, what interests it. Dragons are bound to pick up a few random oddities along the way, but to keep such items in its hoard, the dragon has to live with the item, has to look upon it, cherish it, brag about it, and, of course, jealously guard it every day of its extended life.

To build an interesting dragon hoard, consider each of the aspects discussed below.

History

From the moment a dragon strikes out on its own, it begins hoarding treasure. The dragon has in its hoard treasures acquired throughout decades if not centuries, including items from a variety of cultures and civilizations that might no longer exist. As well,

a dragon can have acquired treasures that were old already when a dragon came into possession of them, and so a dragon's hoard offers a glimpse into the history of the region, highlighting the major movements of civilization in the hoard's precious objects, old coins, and magic items present.

Consistency

A dragon values its hoard and is unlikely to leave it unguarded for long. So when a dragon goes searching for food and wealth to add to its hoard, it doesn't stray too far from its lair. As a result, the treasure one might find is likely to originate from lands only as far away as the dragon can fly in a single day.

That said, dragons might receive offerings from their neighbors, local humanoids who seek to appease the monster, disturbed cultists giving up their treasures as sacrifices, or possible allies bestowing gifts to cement an alliance. Since these gifts must be valuable to garner the dragon's goodwill, a few items can originate from far-off lands.

Appropriateness

A black dragon's hoard in a cave sunken in a hillock in a stinking bog is not likely to include valuable bolts of cloth, books, paintings, scrolls, or anything else that's not likely to last in such a sodden place. It's more like to hold gemstones, fine statuary, pillars, and other goods that can withstand a little dampness. It might seem obvious, but thinking about what's likely to survive in a dragon's lair goes a long way toward maintaining suspension of disbelief.

On the other hand, an item found in a dragon's hoard that has no business being there stands out as being important. A beautiful tapestry hanging on the wall of a volcanic lair isn't going to last long, and so its presence suggests that the dragon recently acquired the item, which might mean that the item has more value to its original owner than merely as an art object likely to be sold outright. Distinctive items and unusually placed items are great ways to seed future quests, drop hints about an ongoing mystery, or foreshadow a future adventure.

Character

More than anything else, you should consider the dragon's personality, its ambitions, fears, and quirks when designing its hoard. An especially pious dragon might collect religious paraphernalia, while a sinister dragon known to consort with demons could have debased interests and collect rare pieces of torture equipment, bronzed halflings, and a large assortment of unicorn horns. When you're determining the monetary valuables in a hoard, come up with at least three things to reflect the unique nature of a dragon's personality and interests and seed them into the goods and items included in the hoard.

Diversity

Fundamentally, a hoard is a quantity of coins and magic items. When you get right down to it, the hoard represents an expected value of gold pieces and the appropriate number of magic items to keep the PCs properly outfitted as they make their way through their next adventure. This approach, while fine in theory, is rather soulless. The treasure should stand out as much as the dragon does.

Diversity means spreading out the monetary value of the treasure among coins, art objects, gemstones, trade goods, the amusing or puzzling oddity, and even the rare valuable prisoner. First off, sameness is boring. A pile of coins and nothing else is dull, dull, dull. Variety in and of itself begins to make a hoard memorable. It also gives characters the opportunity to select concrete and distinctive souvenirs amid the hoard to help them remember their triumph—or to pick out knockout jewelry to adorn themselves at a future formal ball.

Injecting diversity into a hoard gives your players a chance to connect with the campaign setting and ground themselves in the game world. Certainly, the PCs can liquidate the items into coins. That is well and good, and you should not make exchanging the hoard into money an onerous task, or make the players feel "cheated" by trapping all the value of the hoard in material goods that they cannot change into cash. However, finding a buyer for a disturbing painting or returning a captured prince to a distraught mother offers opportunities to plant adventure seeds that can grow into minor and major quests. Perhaps the ceramic urn with the intricate flower pattern recovered from a purple dragon's grotto is in fact the critical component to putting an angry ghost to rest. Or the bejeweled longsword discovered in a darkened corner might be the key to bringing peace between two warring city-states. A dragon's hoard is a perfect resource for setting the stage for future scenarios.

Creating Dragon Hoards

Dragons are mighty opponents, foes of significant power and might. A dragon can tackle an entire party by itself and stands a good chance of surviving the encounter. As if the dragons' own powers weren't enough, their lairs are anything but friendly. Dragons seek out the nastiest, most inhospitable places to live. Numerous thralls and parasites lurk about their caves, and tricky traps, dangerous terrain, and other hazards can make a descent into a dragon's lair as nasty as fighting the dragon. For these reasons, defeating a dragon and claiming its hoard is a considerable feat and one that merits a commensurate reward.

A dragon's hoard is different from most other treasure in that the items are more interesting and

varied. Creating a hoard that engages the player characters can be a challenge. This section provides tools to help you build a hoard worthy of gracing a dragon's lair.

1. Select Parcels: Select at least one magic item and a number of monetary treasure parcels (see "Treasure Parcels," *Dungeon Master's Guide,* pages 126–129). A dragon hoard should consist of at least three parcels of treasure. It can include up to five parcels, depending on the dragon, its environment, and any other challenges related to the fight against it. If you have a group of more than six players, consider adding an extra magic item or monetary parcel to the hoard for every two characters above five. Conversely, subtract a monetary parcel from the hoard if the group numbers three or fewer.

Magic Item Parcels: Your dragon hoard should have at least one magic item parcel. You can include as many as three, but it's a good idea to use at least one magic item parcel in some other encounter or encounters at the current level to give the PCs more firepower when they finally square off against the dragon.

Monetary Parcels: Your dragon hoard should have at least one monetary treasure parcel, and two is a good baseline.

Potions: Since a fight with a dragon is tough, it's best if the adventurers have potions prior to the battle with the dragon. The dragon hoard might have one potion, but it's perfectly fine for it to not have any at all. If you want to put potions into a hoard, deduct the value of the potions you add from the coins in the hoard.

2. Determine Combined Monetary Value: Instead of using the monetary treasure parcels exactly as described in the *Dungeon Master's Guide,* combine the value of the monetary parcels you have selected into one monetary treasure value.

3. Assign Monetary Treasure Types: Using the monetary treasure value budget you have created, assign parts of that total value to coins, gemstones, art objects, luxury items, oddities, and trade goods (and potions, if you wish). You can do this in whatever way works best for your campaign. Luxury items, oddities, and trade goods are discussed later in this section.

Alternatively, you can use the Monetary Treasure Types by Level table below to assign amounts to the different types of monetary treasure in the hoard.

MONETARY TREASURE TYPES BY LEVEL

Type	1–5	6–10	11–15	16–20	21–25	26–30
Coin	50%	45%	35%	35%	35%	30%
Gemstone	10%	20%	30%	30%	30%	30%
Art object	5%	15%	15%	20%	25%	30%
Luxury	10%	5%	5%	5%	5%	5%
Oddities	5%	5%	5%	5%	5%	5%
Trade goods	20%	10%	10%	5%	–	–

Example: Derek is making a dragon hoard for his group of five 18th-level characters. He wants this hoard to contain a high-level magic item and a lot of money, since the battle with the dragon is the end of a spectacular series of encounters. He picks parcels 1, 5, and 9:

- Magic item, level 22
- 48,000 gp
- 15,000 gp

The total combined monetary parcel value is 63,000 gp. Derek decides to use the Monetary Treasure Types by Level table rather than selecting treasure a la carte.

So, the dragon hoard is going to have these magic items and this monetary treasure, by type. Each of the following sections discusses each type of monetary treasure in detail.

- Magic item, level 22
- 22,050 gp of coins
- 18,900 gp of gemstones
- 12,600 gp of art objects
- 3,150 gp of luxury and adventuring goods
- 3,150 gp of oddities
- 3,150 gp of trade goods

4. Define Items: Pick a magic item or items from the *Player's Handbook* (or other sources of magic item information) based on the parcels you have selected. Remember to tailor these magic items to your characters. You might want to review any wish lists you have collected from your players concerning items they'd like to have for their characters (see "Awarding Treasure," *Dungeon Master's Guide*, page 125).

Define the items in the kinds of monetary treasure you've assigned. The sections on Coins, Gems, Art Objects, Luxury and Adventuring Items, Oddities, and Trade Goods provide ways to flesh out the general monetary treasure kinds with details that infuse the hoard with history, consistency, appropriateness, and character.

In defining the monetary treasure, you might find that the treasure guidelines leave you with small remainders. For instance, each of the gems in a paragon tier hoard should be worth at least 500 gp. However, with 18,900 gp to allocate in gemstones, you end up with 400 gp left over that's not enough to accommodate another 500 gp gem. Throw leftover gp amounts back into coins.

Example: Derek picks a +5 *vicious longsword* as the level 22 magic item in the magic item parcel, since the player of the fighter in his campaign mentioned that item in his wish list.

5. Assess the Hoard for Space and Tactical Placement: Treasure takes up space. A storehouse

of 500 casks of dwarven ale doesn't just appear at the end of the combat. It occupies a place in the lair. Think about where the dragon keeps its stuff and how much space it takes up. As a general rule, assume each square can hold 10,000 coins, two chests, four sacks, two crates, or one larger object such as a pillar, statue, or prisoner. Be sure to place these items in the lair at the start of the combat since treasure, as shown earlier, can sometimes have an effect on the combat's outcome.

Example: Derek's hoard is going to take at least 2 squares for just the coins. He figures between that and the other items in the hoard, it's going to take up 4 squares. He chooses a place on the map, noting what's in each square. After those 4 squares are placed, he's done.

Coins

The idea of a dragon hoard brings to mind a big pile of coins. The most prevalent and essential component of a hoard is cold, hard cash. Whether kept in sacks and chests or scattered across the floor, coins are a staple. For all their ubiquity, coins are sometimes the least exciting component of a hoard. Use some or all of the following methods to make coins stand out.

Denominations: One way to inject diversity and character into the coins is to mix up the denominations. A dragon appreciates gold, but there's no reason why your dragon wouldn't also have silver and copper, or, for higher tier adventures, platinum and astral diamonds among its loot. A particular dragon might prefer gold and copper, or silvery coins such as platinum and silver, or coins in the form of strands of astral diamonds.

What amount should you convert? Decide based on the flavor of the hoard (history, consistency, appropriateness, character). Then, assess the amount of space that the coins are going to take up. The space taken up by low-denomination coins will cause the volume of the hoard to balloon upward. Be aware of that space constraint and the feel of the coin mix. Don't let the number of low-denomination coins overwhelm the mix, or the coins will start to feel bloated and trivial.

Example: Derek's hoard starts with 22,050 gp in coins. He decides to change many of those gold pieces into platinum pieces (roughly 50% of the total value) and some of the gold pieces into silver pieces (roughly 5% of the total value), because the dragon has collected a mixture of coins that are in accordance with each denomination's frequency. (There are more silver coins in circulation than gold coins, and fewer platinum coins in circulation than gold coins.) The coins now consist of:

- 110 pp
- 9,947 gp
- 11,030 sp

COIN DENOMINATION ASSORTMENTS BY TIER

Heroic: Copper, silver, gold
Paragon: Silver, gold, platinum
Epic: Gold, platinum, astral diamonds

Rare and Foreign Coins: It makes sense for some of the coins in a dragon's possession to be older than others. Some might originate from ancient and long-lost kingdoms whose people have changed, been absorbed, or even been made extinct through war, disease, or calamity. Old coins can point the way to future adventures, suggesting nearby hoards perhaps plundered by the dragon or other adventurers who had the misfortune of encountering the dragon. Such coins might hold a slightly higher value, and PCs who seek out buyers and collectors could exchange them for 10% or more of the coin's value.

If you raise the individual value of a coin, reduce the total monetary coin value to compensate. It's important to note that most people judge the worth of a coin by its purity and not by its age, so the extra value tied to each coin only holds true if the PCs find someone willing to buy it.

In addition to seeding coins of exceptional value inside a hoard, you can also insert currency of foreign or exotic mint. Undoubtedly, coins from far-flung lands, of strange shapes or stamped with unusual images, are likely mixed in with the more common sorts of coins. Such foreign coins can hint at an unexplored land, a distant place previously thought to be the stuff of legend, all of which are the makings for exciting expeditions into the unknown.

SHORTCUT HOARD

Select magic items and monetary parcels as described in the *Dungeon Master's Guide*® (pages 126–129). Pick one magic item parcel and two monetary parcels appropriate to the character level. Here's a set of quick picks:

- **Parcels 3, 7, and 10:** Low magic, low money.
- **Parcels 2, 6, and 10:** Moderate magic, moderate money.
- **Parcels 1, 5, and 9:** High magic, high money.
- **Parcels 1, 7, and 10:** High magic, low money.
- **Parcels 3, 5, and 9:** Low magic, high money.

Now assign those parcels exactly as described in the *Dungeon Master's Guide*.

Hoards built from these quick picks are still modest, even though some are described as "high magic" or "high money." If you are trying to make the hoard of all hoards, add more parcels. Just be aware of the effect doing that will have on the cash flow of the campaign.

RARE AND FOREIGN COINS

Arkhosian gold talon (ancient dragonborn empire)
Bael Turathan gold triam (ancient tiefling empire)
Cendriane platinum crescent (ruined eladrin empire)
Nerathan gold crown (fallen human empire)
Zannadian platinum ouroboros (vanished yuan-ti empire)

Gems

If there's something dragons love as much as gold, it's gemstones. Like trade bars, precious gems hold their value and function just like currency. Adventurers favor gems because they're easy to transport, allowing them to carry all their treasure without hauling bags of silver and gold coins.

The *Dungeon Master's Guide* describes four common values for gemstones, so when gemstones come up when generating the loot, pick a gem that comes closest to the pile's worth, and make up any shortages or overages from other areas.

GEMSTONES

100 gp	**Amethyst, bloodstone, carnelian, chalcedony, citrine, rock crystal, garnet, iolite, jade, jasper, jet, moonstone, onyx, pearl, peridot, smoky quartz, turquoise, tourmaline, zircon**
500 gp	**Alexandrite, aquamarine, violet garnet, black pearl, topaz**
1,000 gp	**Black opal, emerald, fire opal, sapphire**
5,000 gp	**Diamond, jacinth, ruby, star sapphire**

Appropriate Gemstone Values by Tier: You can combine multiple gemstones into larger gemstones when creating the hoard, but avoid putting too much value in a single item, keeping in mind the appropriate values based on the adventuring tier. A heroic tier gemstone should not exceed 1,000 gp, paragon hoards should have no gemstones less than 500 gp, and epic hoards should not have stones worth less than 1,000 gp.

Gemstone Variations: Keeping gemstone values at round numbers makes building hoards far easier and reduces the amount of record-keeping for various stones. Still, gemstones are natural products. Some are larger or smaller in size, while others are cloudy, flawed, cracked or chipped, without the luster of finer specimens, or conversely, extremely radiant, fiery, brilliant, clear, or flawless. To adjust the value of a stone, multiply its base value by 5 or by 1/5, depending on whether you want to increase its value or reduce it. So, an exquisite ruby might fetch 25,000 gp, while a flawed and cloudy ruby can bring in as little as 1,000 gp.

Example: In the previous example, the hoard starts with 18,900 gp in gemstones. Derek divides the gemstones into the largest denominations possible:

- Three 5,000 gp gems
- Three 1,000 gp gems
- One 500 gp gem
- 400 gp left over

He wants to have a few more gems to give the hoard more diversity, so he tweaks the denominations:

- Two 5,000 gp gems
- Seven 1,000 gp gems
- Three 500 gp gems
- 400 gp left over

Then Derek selects what kinds of gems are in the hoard. This dragon likes purple gems (it feels that its imperial demeanor harmonizes with that color), and there's an opal mine in the kingdom the dragon lairs in.

- Two purple star sapphires (two 5,000 gp gems)
- Six fire opals (six 1,000 gp gems)
- One cloudy lilac diamond (one 1,000 gp gem, a diamond reduced in value to one-fifth its normal value because of its lack of clarity and fire)
- Three violet garnets (three 500 gp gems)
- 400 gp left over (which he throws back into the coins as gold pieces)

Art Objects

Of all the treasures one might recover from a dragon's hoard, art objects are the most challenging. The reason is simple: Some effort is required to come up with interesting items that the PCs aren't necessarily going to liquidate at their first opportunity. Saying the hoard contains three works of art worth 250 gp each is easy, but it's also uninteresting. Offering simple, yet evocative, descriptions of art objects allows you to individualize the items in a dragon's hoard and also offers the details needed to make the find greater than just another bag of treasure.

Pricing Art Objects: The easiest way to price an art object is to assign it a value appropriate to the characters' tier. Reserve the lower-priced art objects for when the PCs are on the bottom half of a tier and the higher-priced ones for when the adventurers are on the top half. So, an art object for a group of 4th-level characters should be worth 250 gp, regardless of what it is. Likewise, an art object for a party of 26th-level characters should be worth 50,000 gp. This rule is elastic, and you can mix up the values as desired.

ART OBJECT PRICES BY LEVEL

Level	Average Value
1-5	250 gp
6-10	1,500 gp
11-15	2,500 gp
16-20	7,500 gp
21-25	15,000 gp
26-30	50,000 gp

Defining Art Objects: When designing a new art object, you can use the following table and its attendant lists to generate art objects quickly. Start by picking a type of art object or rolling d20 to select randomly from those listed on the Art Objects table. Some types of art objects include lists to pick from to further define an object. Select from them if you want, or don't, depending on the level of detail you need. Art objects with an (H) or (S) notation refer you to the item material lists—either the Hard Materials list or the Soft Materials list. Finally, if the art object includes any depictions or embellishments, you can select them from the Object Depictions or Object Embellishment lists.

ART OBJECTS

d20	Type
1-5	Artwork
6-8	Clothing (S)
9	Furnishings
10-16	Jewelry (H)*
17	Musical Instrument
18	Unusual Item
19-20	Utensil

SAMPLE ART OBJECTS BY TYPE

Artwork
Bust (H), geometric shape (H)
Painting (pick depiction)
Pillar (H)
Statue (H, pick depiction)
Statuette (H, pick depiction)
Tapestry (S) (pick depiction)

Clothing (S)
Boots, shoes, slippers, sandals
Breeches, pantaloons, skirt
Cape, cloak
Belt, girdle
Eyepatch, scarf
Gloves
Hat, veil
Helm
Mask
Shirt, blouse, dress, tabard, tunic, vestments

Furnishings
Armoire (H)
Barrel (H)
Bench (H for bench, S for upholstery)
Blanket (S)
Bookcase (H)
Brazier (H)
Candelabra (H)
Candlestick (H)
Chair (H for chair, S for upholstery)
Chandelier (H)
Chest (H)

SAMPLE ART OBJECTS BY TYPE (CONTINUED)

Furnishings
Couch/divan/sofa (H for couch, S for upholstery)
Curtain (S)
Desk (H)
Display case (H)
Footstool (H for footstool, S for upholstery)
Hourglass (H)
Lamp (H)
Mirror, hand (H)
Mirror, wall (H)
Pillow (S)
Rug (S)
Sack (S)
Sheets (S)
Table, dining (H)
Table, low (H)
Urn (H)

Jewelry (H)*

*Pick or one or two embellishments.

Amulet	Hat pin
Anklet	Locket
Armband, bracer	Necklace
Belt	Pendant
Bracelet	Periapt
Brooch	Phylactery
Circlet	Pin
Crown	Ring
Earring, nose ring, body ring	Scepter
Hair comb	Tiara

Musical Instruments	
Alphorn	Herald's trumpet
Bagpipes	Horn, natural
Banjolele	Horn, shell
Bell, hanging	Lap-harp
Bones	Lur
Chimes, wind	Lute
Clavichord	Lyre
Crumhorn	Mandolin
Drum	Panpipes
Drums, bongo	Pipe organ
Drums, kettle	Psaltery
Fiddle	Recorder flute
Flute	Shaum
Gong	Tabor
Hammer dulcimer	Water pipe
Handbell	Whistle pipe
Harmonica	Windharp
Harp	Windstones
Harpsichord	Zither
Hautbois	

SAMPLE ART OBJECTS BY TYPE (CONTINUED)

Unusual Items	
Chess set	Silver tongue
Pickled beholder's eyes	Small mechanical bird
Golden gnome	Gilded egg
Silvered unicorn horn	Strange crablike device
Tome	

Utensils	
Bowl	Plate
Cup	Platter
Cutlery set	Saucer
Ewer	Tray
Goblet/mug	Vase

Hard Materials	
Bone	Stone
Coral	Granite
Crystal	Limestone
Glass	Marble
Ivory/horn	Obsidian
Boar	Onyx
Cachalot whale	Sandstone
Elephant	Slate
Hippopotamus	Soapstone
Hornbill	Wood, hard
Mammoth	Ash
Narwhal	Chestnut
Unicorn	Cherry
Walrus	Darkwood
Metal	Hickory
Adamantine	Mahogany
Brass	Maple
Bronze	Oak
Copper	Teak
Gold	Wood, soft
Iron	Alder
Lead	Balsa
Mithral	Cedar
Platinum	Fir
Silver	Pine
Steel	Yew
Mother of pearl	

Soft Materials	
Cloth	Lion
Brocade	Rabbit
Cloth of gold	Raccoon
Cloth of silver	Rat
Cotton	Seal, sea lion
Linen	Sheep
Samite	Tiger
Satin	Weasel
Silk	Wolf
Velvet	Wolverine
Wool	Worg
Feathers	Fur, exotic
Eagle	Hide or skin
Hawk	Alligator, crocodile
Quail	Ape
Owl	Bat
Peacock	Bison
Pheasant	Boar
Raven	Camel
Swan	Cow, ox
Exotic feathers (choose a creature from the *Monster Manual*)	Deer
Fur	Elephant
Ape	Horse
Badger	Lizard
Bear	Pig
Beaver	Rhinoceros
Boar	Seal, sea lion
Camel	Shark
Cheetah, leopard	Sheep
Ermine, mink	Snake
Fox	Exotic hide or skin (choose a creature from the *Monster Manual*)
Horse	

Object Depictions	
Battle	Knights
Boats	Love
Castle	Monsters
Children	Mountains
Cityscape	Musicians
Clouds	Pastoral
Dancing	Adventurers
Dragons	Soldiers
Flames	Spellcaster
Flowers	Sports
Deities or religious symbols	Trees, plants
Hunting	Water
	Weapons

Object Embellishments	
Carving	Inlay
Engraving	Mosaics
Etching	Plating
Gems	

Materials: A quick examination of the sample art objects in the *Dungeon Master's Guide* reveals that art objects priced for heroic tier PCs are made of gold or are embellished with inexpensive gemstones. Paragon tier characters find platinum items or gold items with precious gemstones, while epic tier PCs find a variety of unusual and strange items, many of which hail from other planes. For epic art objects, use items made from fantastic materials. Substances such as celestial gold, astral weave, and solidified elemental fire give you a way to attach fantastical qualities to what is essentially an item with a high price tag.

Example: Derek's hoard has 12,600 gp of art objects. He divides the art objects into the largest denominations appropriate to level 16–20 treasures (one worth 7,500 gp and three others worth 2,500 gp each):

- One 7,500 gp art object
- Three 2,500 gp art objects
- 100 gp left over

Then Derek defines what kind of art objects are in the hoard. The dragon's lair is rather dank and has puddles of water here and there. He decides that clothing and furniture wouldn't survive as treasure in it. He selects items made of hard substances—jewelry, musical instruments, and utensils—as the art objects.

- One 7,500 gp piece of jewelry
- One 2,500 gp piece of jewelry
- One 2,500 gp musical instrument
- One 2,500 gp utensil
- 100 gp left over

Derek then fleshes out the descriptions of those items with details consistent with the paragon level (platinum, or gold set with gems) and the region of the dragon's lair (more opals).

- One 7,500 gp circlet of elaborately twisted platinum wire
- One 2,500 gp gold necklace inlaid with fire opal veneer that frames a central black opal
- One 2,500 gp gold harp formed in the shape of a swan
- One 2,500 gp platinum ewer engraved with dancing dragons
- 100 gp left over (which he throws back into the coins as gold pieces)

Containers

A great way to add flavor to a dragon's hoard is to put the coins and other neat bits in interesting boxes. A silver coffer full of gold, or a goblet loaded with jewels inject a bit of diversity into the hoard. Just don't forget to deduct the value of the container from the hoard's monetary treasure value. It's easiest to deduct it from the coins.

Luxury and Adventuring Items

Dragon hoards include a variety of luxury and adventuring items. Some items belonged to long-dead adventurers who thought to stake their claim on the hoard, while others might be incidental items, common gear the dragon snatched up along with the riches it was after. You can use this category to sprinkle in gear that the characters might need to replace, either in the form of adventuring equipment or luxury nonmagical items.

Pick one or more kinds of luxury and adventuring items that you prefer, or roll d20 to choose randomly from the kinds given on the following table. In many cases, especially with higher-level hoards, it won't be feasible to fill out this category with a single kind of item, so don't hesitate to use whatever combination of kinds you like. If you want this part of the process to be entirely random, roll 1d6 and use that result to dictate how many times you roll d20.

LUXURY AND ADVENTURING ITEMS

d20	Type
1–8	Adventuring equipment
9–12	Luxury nonmagical item (weapon, armor, or shield)
13–16	*Residuum*
17–20	Ritual scroll

Adventuring Equipment: This type of item encompasses common nonmagical gear found in the *Player's Handbook* or other sources, including armor and weapons. These items are typically interesting only in low-level hoards. (If you're filling out a paragon or epic hoard and you get this result on a roll of d20, roll again.)

Luxury Nonmagical Items: You can add interesting elements to what would otherwise be ordinary adventuring gear. A luxury item is worth about two to five times as much as a normal item of the same sort (as described in the *Player's Handbook*). It has a high price because of its quality, the materials from which it's made, or who owned it previously.

A luxury item never confers a mechanical benefit and functions as a normal item of its kind. The story behind an item makes it more valuable. For example, a luxury nonmagical longsword could be the work of a famous dragonborn artisan. A fine backpack could have been owned by a famous adventurer thought long lost.

Such an item could serve as the springboard to a minor quest. After finding the longsword, the PCs can set out to locate the artisan's forge, or the backpack

can lead the adventurers to discover the final resting place of that fabled hero.

Residuum: *Residuum*, the universal component used to power rituals, is another useful way to fill out a dragon's hoard. (Although a dragon likely wouldn't create *residuum* on its own, the substance could easily have been in the possession of someone the dragon vanquished.) *Residuum* is usually contained in ornate boxes, intricate vials, and other valuable containers. The value of such vessels should be accounted for in the hoard. *Residuum* is worthwhile for characters who have the Ritual Caster feat, or anyone who possesses a ritual scroll, and it commands full market value if the PCs opt to sell the substance.

Ritual Scrolls: Dragons often keep ritual scrolls in their hoards, whether they can use the scrolls or not. Recognizing its power, a dragon is sure to keep such a scroll among his or her other valuable possessions, either on shelves or racks along with other documents or protected by a special scroll tube.

It's up to you to determine whether the total value of ritual scrolls in a hoard is represented by one scroll or a number of them. You can divide the amount represented by scrolls into a number of lower-level scrolls as long as the combined value is close to the target figure. As with any treasures, make up the price differences by adjusting the number of coins to make sure the hoard's overall value remains appropriate for the party's level.

Example: Derek's hoard has 3,150 gp worth of luxury and adventuring goods. This is a paragon tier hoard, so Derek immediately decides that he doesn't want to include any normal adventuring gear. He also elects not to include any luxury nonmagical items, primarily so that he can load up this portion of the hoard with scrolls that the PCs can use during their upcoming challenges in the next adventure. To round out this part of the hoard, he throws in enough *residuum* to pay the component cost of the Consult Mystic Sages ritual. He makes sure the scrolls have cases that are resistant to dampness, and accounts for the value of the *residuum* container.

- One Consult Mystic Sages scroll (1,000 gp)
- One Raise Dead scroll (680 gp)
- One Remove Affliction scroll (680 gp)
- One Disenchant Magic Item scroll (360 gp)
- Each scroll is enclosed in a sturdy, wax-topped, lacquered bone scroll case (value 5 gp each)
- A small gold box (value 10 gp) holding *residuum* worth 400 gp

VINCENT DUTRAIT

Oddities

The oddities in a dragon's hoard consist of anything that doesn't qualify for the other categories. If you can attach a value to it (even an arbitrary one), you can put it in a hoard.

Space doesn't permit a detailed discussion of the possibilities, but two types of oddities—valuable papers and prisoners—merit some elaboration.

Valuable Papers: These items include promissory notes and deeds. Promissory notes are an easy way to transport large quantities of wealth, provided the characters can find people to honor the promise described in the document. In most cases, these documents are notes that guarantee the payment of an agreed-upon amount. Some require the possessor to seek out the person who wrote the note, while others can require finding the creditor or bank that holds the currency. A dragon is not likely to go searching for such payment, nor is a dragon going to find a promise on paper worth much of anything, so such finds are incidental treasures, perhaps found in the bottom of a chest or rolled up in an innocuous scroll tube.

A dragon's hoard can include other forms of documents, including the deed to a holding of land, the title to a ship, and treasure maps. Many hoards contain plenty of junk, items that initially captured the dragon's interest but are generally worthless. However, finding the deed to a castle in a distant land grants the PCs a tangible reward and a potential base of operations, while also leading them to another adventure site.

What a document represents, as in the quality of the land, condition of the ship or structures, depends on the item's relative value. Assign a price to land based on what you feel the land is worth. An area of a dozen acres could be

worth a few hundred gold pieces or a few thousand, depending on local monsters, ruins, and the general importance of the site.

For obvious reasons, a treasure map can also be a springboard to further adventure. When you determine the value of a map that's part of a dragon hoard, you also decide whether the map is authentic. If it is, then it points the way to a cache of the given value. If it's not, then the value of the map represents the best possible price the PCs could get for it if they tried to sell it. If the characters make a copy of the map before selling it, then the map leads to another adventure of your own design rather than a treasure cache. Otherwise, if the PCs opt to follow the map, it should lead to a relatively safe location (easy encounters only) that contains treasure equal to the map's worth.

Pick one or more kinds of valuable papers that you prefer, or roll d20 to choose randomly from the kinds given on the following table. If you want this part of the process to be entirely random, roll 1d6 and use that result to dictate how many times you roll d20.

ODDITIES: VALUABLE PAPERS

d20	Item
1–4	Promissory note
5–8	Deed to a ship
9–12	Deed to lands
13–16	Deed to lands and structures
17–20	Treasure map

Prisoners: Fearful peasants, cruel priests, and desperate lords might all offer up a sacrifice to appease an angry and threatening dragon. A dragon might also scoop up a prisoner or two while ransacking a town or castle for its treasure, and in doing so gain a hostage to ensure that no one comes after it looking for revenge. Prisoners can be in any condition you need them to be, but dragons that don't eat their prisoners right away are conscientious enough to keep them fed (perhaps to make a good meal of them later).

Rescuing a prisoner brings its own challenges. Not only do the player characters have to worry about themselves, but also they must protect the innocents the dragon keeps in its lair. Some prisoners might even come to love their captors and interfere with the PCs as they struggle to defeat the dragon. Provided the characters can keep the prisoner out of harm's way, a prisoner as treasure provides interesting role-playing opportunities and gives you a ready-made quest to deliver the prisoner to back to his or her proper place. Cashing in on a rescued prisoner should not be too hard—the characters did just defeat a dragon, after all. But it might involve skill challenges to negotiate for a suitable reward (which could result in additional treasure), keep their prisoner from running back to the dragon's lair, and ultimately ensure that their rescued victim stays alive.

For a prisoner to be worth the trouble to take home, the reward has to be considerable. Otherwise, a party might just turn the hapless victim loose and expect the wretch to find his own way through the dark. In all likelihood, this poor rescue just gets gobbled up by another terror of the night. Therefore, when adding a prisoner to a dragon hoard, consider carefully the makeup of the party and the likelihood of their escorting a rescued prisoner back to his or her proper place. If the PCs are in the least bit callous, it's probably best to account for this part of the hoard in a different way.

Other Oddities: Any other anomalous thing that reveals a historical quirk or psychological aspect of the dragon can be incorporated as an oddity in a dragon's hoard. Animals preserved in odd cases or placed frozen in time through magical rituals, games of skill or chance, divinatory items, artist's and artisan's tools—let your imagination run wild, assign a value, and describe the item. Oddities are the spice of a hoard, though, not the meat. A little goes a long way.

Example: Derek's hoard has 3,150 gp worth of oddities. He thinks the treasure already contains enough "spendable stuff," so he decides to put a prisoner into the hoard. The unlucky "oddity" is the son of the mayor of the nearest town, who went missing while on a hunting trip a couple of weeks ago. The reward for his safe return is, coincidentally enough, 3,150 gp.

DEVON CADDY-LEE

Trade Goods

Some dragon hoards contain a lot of bulky material—the result of hitting ships and caravans that were carrying herbs, rare cloth, lumber, refined metal, spices, and other commodities. You can select trade goods of one or more general types from the Trade Goods table (or roll for them if you wish). The Sample Trade Goods by Type table gives possible materials for each of the general types.

Trade goods add realism to a hoard, but can also add complications if that realism is taken to an extreme. For instance, almost all the value of the cargo in an ordinary caravan is tied up in mundane items such as foodstuffs and textiles. If you apply that bit of realism to the trade goods in a dragon hoard, you could end up with a hoard that includes (among other sorts of trade goods) dozens of barrels of grain and crates of cheese—taking up a lot of room, but adding very little to the value of the hoard.

To avoid that sort of situation (if you want to), you can decide that the dragon was picky about what trade goods it commandeered. By sticking to the high-priced items, you can amass several thousand gold pieces' worth of trade goods without taking up much space.

Alternatively, you can retain a nod to realism by saying the hoard does contain (among other trade goods) 1,000 gp worth of corn and 600 gp worth of cheese, and then leave it up to the characters to decide how much, if any, of that stuff they want to cart away,

TRADE GOODS

d20	Type
1-5	Food, drink, and spices
6	Cosmetics and perfumes
7	Dyes and paints
8-14	Lumber and ore
15-18	Furs and hides
19-20	Textiles

Selling Trade Goods: Transporting bulky trade goods might be difficult for PCs who probably lack the wagons and dray animals they would need. Also,

SAMPLE TRADE GOODS BY TYPE

In the following lists, casks, barrels, and crates hold about 100 pounds or 12 gallons of trade goods. A bolt of cloth is 40 yards.

Food, Drink, and Spices	Price
Ale, common	3 cp per cask
Ale, fine	2 gp per cask
Cheese	40 gp per crate
Coffee	500 gp per barrel
Cooking oil	1 sp per cask
Corn, common	100 gp per barrel
Flour, common	20 gp per barrel
Fruits, dried	100 gp per barrel
Grain	1 gp per barrel
Meats, dried	30 gp per crate
Nuts	100 gp per barrel
Salt	500 gp per barrel
Spices, common	80 gp per barrel
Spices, uncommon	100 gp per barrel
Spices, rare	200 gp per barrel
Spices, exotic	1,500 gp per barrel
Sugar, common	100 gp per barrel
Tea leaves	20 gp per crate
Tobacco	50 gp per crate
Wine, common	120 gp per cask
Wine, fine	1,200 gp per cask

Cosmetics and Perfumes	Price
Common	1 gp per ounce
Uncommon	2 gp per ounce
Rare	5 gp per ounce
Exotic	20 gp per ounce

Dyes and Paints	Price
Common	4 gp per gallon
Uncommon	80 gp per gallon
Rare	400 gp per gallon
Exotic	800 gp per gallon

Lumber and Metal	Price
Adamantine bar	100 gp per pound
Copper bar	5 sp per pound
Darkwood	10 gp per pound
Gold bar	50 gp per pound
Iron bar	1 sp per pound
Lead bar	5 cp per pound
Mithral bar	100 gp per pound
Oak	1 sp per pound
Platinum bar	5,000 gp per pound
Silver bar	5 gp per pound

Furs and Hides	Price
Common	16 gp per crate
Uncommon	160 gp per crate
Rare	1,600 gp per crate
Exotic	8,000 gp per crate

Textiles	Price
Cloth of gold	4,000 gp per bolt
Cloth of silver	400 gp per bolt
Cotton	80 gp per bolt
Linen	160 gp per bolt
Samite	200 gp per bolt
Satin	480 gp per bolt
Silk	800 gp per bolt
Velvet	210 gp per bolt
Wool	40 gp per bolt

there's no guarantee that the market has a demand for these items, meaning the price the PCs get for the items could be as little as half of what they're worth. On the other hand, if the PCs manage to find a place that has high demand for such goods, the adventurers might receive more than the normal price.

Metal Bars: Metal bars, also called trade bars, retain their value and function much like currency in that respect. Some merchants use trade bars for large transactions. Most trade bars bear a stamp of ownership, signifying where the bar was made and the identity of its original owner.

Example: $Derek's hoard contains 3,150 gp worth of trade goods. He likes the idea of tossing in a few crates and barrels and casks of cheap material, because the containers can act as terrain features. He decides that a barrel is large enough to occupy 1 square and provide cover, and a square containing a crate or a cask is difficult terrain.

When he designs the lair in which the dragon's hoard is contained, he puts these terrain features in particular squares: 5 crates of cheese (total value 200 gp), 6 barrels of flour (total value 120 gp), and 15 casks of fine ale (total value 30 gp). Waiting to be discovered among the clutter of the hoard are a 1-gallon container of exotic dye (800 gp) and half a bolt of cloth of gold (2,000 gp).

Derek's finished 18th-level dragon hoard looks like this:

- *+5 vicious longsword*
- 110 pp, 10,447 gp, 11,030 sp
- Two purple star sapphires, six fire opals, one cloudy lilac diamond, and three violet garnets
- A 7,500 gp circlet of elaborately twisted platinum wire, a 2,500 gp gold necklace inlaid with fire opal veneer that frames a large central black opal, a 2,500 gp gold harp formed in the shape of a swan, and a 2,500 gp platinum ewer engraved with dancing dragons
- Four ritual scrolls in sturdy, wax-topped, lacquered bone scroll cases: Consult Mystic Sages (1,000 gp), Raise Dead (680 gp), Remove Affliction (680 gp), and Disenchant Magic Item (360 gp) and four small gold cubical boxes (worth 5 gp each) each holding *residuum* worth 100 gp
- The mayor's son, who brings a 3,150 gp reward for his safe return
- Trade goods with a total value of 3,150 gp, including half a bolt of cloth of gold, 1 gallon of exotic dye, 5 crates of cheese, 6 barrels of flour, and 15 casks of fine ale.

Sample Hoards

Sometimes you don't have the time to build a hoard of your own. This section includes thirty sample dragon treasure hoards, one for each character level. Treat the hoards as starting points and customize them as you see fit. Tailor them to your party's composition, needs, or desires.

Each hoard includes three or four parcels worth of treasure: one or two magic items parcels and the value of two parcels of monetary treasure (parcels 6 and 10 in the *Dungeon Master's Guide,* pages 126–129). The parcels used are listed for each hoard.

LEVEL 1 (MONETARY TREASURE 220 GP)

Parcels 4, 6, and 10

- A small chest holds 90 gp, 90 sp, and 100 cp.
- Sitting on top of a crate of cheese (40 gp) is one level 2 magic item. Propped next to the crate is a bolt of cotton (80 gp).

LEVEL 2 (MONETARY TREASURE 320 GP)

Parcels 4, 6, and 10

- An everburning torch (50 gp) shines brightly on a loose pile of 2,000 cp.
- An old damaged wardrobe holds a suit of fine clothing (30 gp). In the bottom, there's a felt pouch containing 100 gp and an orb (15 gp).
- Stacked neatly are 12 silver bars (5 gp each). On top of the short stack sits a stained silver bag that holds 50 sp.
- A level 3 magic item and a jar filled with 8 ounces of sweet-smelling perfume (40 gp) lie on the floor.

LEVEL 3 (MONETARY TREASURE 415 GP)

Parcels 4, 6, and 10

- A small wooden chest holds 100 gp and 350 sp.
- Scattered on the floor are 2,300 cp and a level 4 magic item.
- A crate holds rare spices (200 gp).
- 20 lead bars (5 cp each) sit in the back of a broken cart that also holds two barrels filled with 120 crossbow bolts (6 gp total) and two crossbows (50 gp).

VINCENT DUTRAIT

LEVEL 4 (MONETARY TREASURE 510 GP)

Parcels 2, 6, and 10

- A small chest bound with iron straps holds 195 gp, 400 sp, and a level 7 magic item.
- A loose pile of 2,500 cp lies on the floor.
- 200 copper bars stand in a pyramidal stack (5 sp each).
- A leather pouch holds an amethyst (100 gp) and a small vial of perfume (50 gp).

LEVEL 5 (MONETARY TREASURE 610 GP)

Parcels 1, 4, 6, and 10

- A small leather bag holds 250 gp and sits next to a larger cloth bag, moldy and rotten, containing 240 sp.
- An exquisite shirt of raven feathers hangs on a mannequin's torso (250 gp). On the ground beneath it is a level 9 magic item.
- A loose pile of 7,000 cp surrounds a heap of raccoon pelts (16 gp) and a level 6 magic item.

LEVEL 6 (MONETARY TREASURE 1,100 GP)

Parcels 2, 3, 6, and 10

- Three leather bags hold a total of 1 pp, 295 gp, 300 sp, and 2,000 cp.
- An old backpack holds a level 7 magic item, one potion of healing (50 gp), a peridot (100 gp), a turquoise (100 gp), and 35 gp.
- A level 8 magic item lies on top of a cask of common wine (120 gp).
- A stack of 50 silver bars (5 gp each) has tipped over and lies scattered on the floor.

LEVEL 7 (MONETARY TREASURE 1,600 GP)

Parcels 3, 6, and 10

- Inside a silver coffer (250 gp) worked with intricate engravings depicting dancing satyrs are 300 gp, 230 sp, and 200 cp. On the floor next to it is an everburning torch (50 gp), a set of thieves' tools (20 gp), and an orb (15 gp).
- The skeleton of an elf sprawls on its back on the floor, dressed in the tattered remains of clothing. A black pearl (500 gp), two bloodstones (100 gp each), and 240 gp are tucked in the skeleton's large belt pouch amid papers that obviously have been shredded into a mouse's nest. Beneath the skeleton, covered by the ruined cloak, is a level 9 magic item.

LEVEL 8 (MONETARY TREASURE 2,100 GP)

Parcels 1, 3, 6, and 10

- A mummified human sits on a wooden throne. All the corpse's finery and wrappings have rotted away except for a gold tiara decorated with tiny droplike gems of amber (1,500 gp), a level 12 magic item, and a level 10 magic item.
- At the feet of the corpse is a mixture of 250 gp, 1,000 sp, and 5,000 cp.
- A barrel of whole black pepper berries (200 gp) rests next to the edge of the coins.

LEVEL 9 (MONETARY TREASURE 2,500 GP)

Parcels 4, 6, and 10

- A loose pile of 200 gp and 2,000 cp lies scattered on the floor.
- A wooden chest hold a level 10 magic item.
- A discarded pouch holds one potion of healing (50 gp), two moonstones (100 gp each), and one jasper (100 gp).
- A small brown sack holding 2 pp and 230 gp sits next to a small ebony wood statue of a rearing unicorn fitted with a carved ivory horn (1,500 gp).

LEVEL 10 (MONETARY TREASURE 3,000 GP)

Parcels 4, 6, and 10

- A loose pile of 495 gp, 1,200 sp, and 1,900 cp lies on the floor. Amid the pile is a small purple pouch containing 2 pp, 1 amethyst (100 gp), and a carnelian (100 gp).
- A gold embossed circlet (1,500 gp) and a level 11 magic item rest on top of a cloth sack holding 2 pp and 350 gp.
- A crate of common furs (16 gp) gathers dust.

LEVEL 11 (MONETARY TREASURE 5,000 GP)

Parcels 2, 6, and 10

- Three sacks hold a total of 5 pp, 780 gp, and 1,600 sp.
- A darkwood sculpture of a weeping dryad (2,500 gp) rests on the ground. At its feet is a bone scroll case containing a ritual scroll of Commune with Nature (360 gp).
- An iron box holds a black pearl (500 gp), 2 tourmalines (100 gp), and a level 14 magic item.

LEVEL 12 (MONETARY TREASURE 8000 GP)

Parcels 2, 6, and 10

- 10 pp, 3,000 gp, and 3,100 sp lies in a pile.
- Nearby sits another pile of 1,250 sp and a level 15 magic item.
- A large wooden trunk holds 2,000 gp, 200 Arkhosian gold talons (rare gold pieces), a fire opal (1,000 gp), and an exquisite dress suit of plate armor enameled in black and embossed with pastoral scenes (250 gp).
- In a neat pile stands 450 iron bars (45 gp).
- Ten casks of fine dwarven ale (2 gp each) stand covered in cobwebs.

LEVEL 13 (MONETARY TREASURE 10,300 GP)

Parcels 2, 6, and 10

- Four stained white sacks hold a total of 9 pp, 1,350 gp, and 1,200 sp.
- A small stack of 200 silver bars (5 gp each) rests on the ground with an ebony wood coffer, a *potion of vitality* (1,000 gp), and a level 16 magic item on top of the bars. The coffer has a padded interior on which rests a small steel vial containing *residuum* (150 gp).
- What looks like a pile of junk contains a few treasures including a cloth banner depicting a colorful wizard casting a spell while stars of zircon sweep behind him and twinkle (2,500 gp), a ruby (1,000 gp), and a bone scroll tube containing a ritual scroll of Water Breathing (680 gp).

LEVEL 14 (MONETARY TREASURE 12,000 GP)

Parcels 1, 4, 6, and 10

- Spread out across a large area are 15 pp, 4,880 gp, and 6,900 sp.
- A wagon (20 gp) holds 20 longswords (15 gp each), 10 crated crossbows (25 gp each), and four barrels containing 200 crossbow bolts (1 gp per 20 bolts).
- One barrel of pungent dried chilies (100 gp).
- A wooden chest bound in iron holds an owl mask fringed with real owl feathers (250 gp), a golden scepter topped with a fanciful regal lion head that grips a large sapphire in its teeth (2,500 gp), a sapphire (1,000 gp), a flawed aquamarine (500 gp), a level 15 magic item, and a level 18 magic item.

LEVEL 15 (MONETARY TREASURE 14,000 GP)

Parcels 4, 6, and 10

- A large wooden chest holds 20 pp, 3,460 gp, 4,000 sp, and a small black bag containing 400 Bael Turathan gold triams (rare gold pieces).
- A velvet pouch holds a sapphire (1,000 gp), an emerald (1,000 gp), a fire opal (1,000 gp), and a black pearl (500 gp).
- A bolt of linen (160 gp) lies on the floor next to a ceramic jug that holds a gallon of purple ink (80 gp).
- Another wooden chest holds a golden crown set with moonstones and pearls (2,500 gp), an adamantine ring engraved with a small prayer to Moradin (1,500 gp), and a level 16 magic item.

LEVEL 16 (MONETARY TREASURE 27,000 GP)

Parcels 1, 6, and 10

- A steel footlocker holds 58 pp and 3,700 gp.
- A life-size gold statue of a screaming gnome (7,500 gp) holds a red pouch filled with a topaz (500 gp), a sapphire (1,000 gp each), an emerald (1,000 gp), and a black star sapphire (5,000 gp).
- A set of divine vestments lined with winter wolf fur (2,500 gp) cradles a level 20 magic item.

LEVEL 17 (MONETARY TREASURE 39,000 GP)

Parcels 3, 6, and 10

- A pile of 12,250 gp lies scattered across the floor.
- A chest holds 100 pp, 4,400 gp, and 3,500 sp.
- A maple wooden chair adorned with golden medallions holding violet garnets and with purple samite upholstery (7,500 gp) holds a small pouch with two blue-green sapphires (1,000 gp each), two fire opals (1,000 gp each), and a bone ring carved to resemble a sword (250 gp).
- A rotting trunk holds a saffron silk tunic (250 gp) and a level 19 magic item.

LEVEL 18 (MONETARY TREASURE 49,000 GP)

Parcels 1, 6, and 10

- A sea chest holds 167 pp, 3,100 gp, 2,000 sp, and a leather pouch containing two canary diamonds (5,000 gp each).
- A bloodstained sack holds a ruby (5,000 gp), an emerald (1,000 gp), a mithral ring set with a pink pearl (7,500 gp), a gold bracelet set with jade cabochons (2,500 gp), a pair of dancing slippers lined with fox fur (250 gp), and a promissory note written by a merchant prince from a nearby town for 2,500 gp.
- A crude bronze sculpture of Orcus (250 gp) leers over everything.
- A level 22 magic item hides behind a pile of bones.

LEVEL 19 (MONETARY TREASURE 62,000 GP)

Parcels 2, 6, and 10

- A loose pile of 10,000 sp lies spread out on the floor.
- A large green sack holds 405 pp and 4,000 gp.
- A crude table holds a fine chess set. The pieces are all silver or jet and depict dragons, while the board is alternating pieces of ivory and jet tiles (7,500 gp). Leaning against the table is a herald's trumpet made of gold (1,500 gp).
- A golden bust of a forgotten emperor of Nerath (7,500 gp) lies on the floor on its side next to a level 22 magic item.

LEVEL 20 (MONETARY TREASURE 85,000 GP)

Parcels 2, 6, and 10

- A loose pile of 10,000 gp and 7,650 sp lies scattered on the floor.
- An iron box contains 284 pp and 4,585 gp.
- A stack of 15 adamantine bars (100 gp each) and 40 gold bars (50 gp each) serves as a makeshift seat for an exceptionally old and beautiful harpsichord inlaid with mother of pearl and mithral (7,500 gp).
- A silver coffer (250 gp) holds a slender unicorn horn inscribed with platinum Cendriane runes (7,500 gp), a *potion of vitality* (1,000 gp), and a level 23 magic item.
- A small purse holds two jacinths (5,000 gp each), two rubies (5,000 each), an emerald (1,000 gp), and an aquamarine (500 gp).

LEVEL 21 (MONETARY TREASURE 137,000 GP)

Parcels 3, 6, and 10

- A heavy treasure chest holds 9,900 gp.
- Tipped onto its side, but somehow escaping damage, is a model galleon crafted from precious woods (15,000 gp). It bears a mild enchantment that causes the sails to ripple and the tiny deck to come alive with the illusion of a crew.
- A smaller chest holds 3 ad, 436 pp, a mother of pearl bracelet with platinum and emerald charms (7,500 gp), and two jacinths (5,000 gp).
- Set into a badly rusted iron crown are three diamonds (5,000 gp each) and a ruby (5,000 gp) arranged in a starburst pattern. Near it lies a *potion of vitality* (1,000 gp) and a level 23 magic item.

LEVEL 22 (MONETARY TREASURE 195,000 GP)

Parcels 1, 6, and 10

- Dominating the hoard is a beautiful mahogany carriage with red gold and opal inlays (15,000 gp). Inside it is a trunk filled with 10,200 gp. An exquisite fiddle made from gold (15,000 gp) sits on the seat.
- A sack containing 3 ad and 398 pp sits on the floor. Next to it is a small wooden box that holds 2 ad, two jacinths (5,000 gp each), and four diamonds (5,000 gp each). Opening a small black velvet bag left on the floor reveals a platinum necklace set with small sapphires (15,000 gp) and a matching platinum bracelet with a single emerald setting (15,000 gp).
- A wooden chest holds a mithral brooch carved with tiny intricate flowers made of seed pearls (2,500 gp), an iron bust (2,500 gp) of a horned man with a small forked beard (Dispater), and a level 26 magic item.

LEVEL 23 (MONETARY TREASURE 260,000 GP)

Parcels 2, 6, and 10

- Spread out on the floor are 9,900 gp.
- A pile of 491 pp lies beneath an adamantine crown infused with cold elemental fire (50,000 gp).
- A blue pouch holds 8 ad and eight rubies (5,000 gp each).
- Behind a velvet curtain woven from strands of shimmering waves of elemental water (15,000 gp) lies a level 26 magic item and a hollow silver statuette of a chimera (5,000 gp) filled with *residuum* (1,000 gp). A deed to a longship at dock in a nearby city (10,000 gp) lies tucked under the statuette.

LEVEL 24 (MONETARY TREASURE 310,000 GP)

Parcels 1, 2, 6, and 10

- An extremely realistic statue of an angel carved from translucent bone glows from the cold elemental lightning that fills its interior (15,000 gp). It hangs from a makeshift stand as a faint lamp for four hickory bookcases filled with books, covering a variety of topics including arcane theory, history, and geography (15,000 gp total). The books are woefully out of date.
- A wooden chest wrapped in bronze holds 12 ad, 632 pp, 6,800 gp, and ten rubies (5,000 gp each).
- A wooden crate filled with wood shavings contains eight complete sets of cutlery all carved from transparent crystal (15,000 gp).
- A long-dead eladrin wearing a suit of mail armor constructed entirely from platinum (25,000 gp) carries a level 27 magic item and a level 28 magic item.

LEVEL 25 (MONETARY TREASURE 400,000 GP)

Parcels 4, 6, and 10

- Entrapped in a shimmering cylinder of force is a rather angry-looking human with golden hair and sparkling skin. This prisoner is a divine emissary who has been trapped in the world for nearly a century. If the PCs free him, he rewards them with 45,000 gp and a level 26 magic item, and then departs immediately to report to his god.
- A pile of 920 pp and 8,000 gp sits on the floor.
- A small gray bag holds 8 ad, a coral ring fitted with eight small black diamonds (50,000 gp), and fifteen blue diamonds (5,000 gp each).
- A darkly stained rug woven from vrock feathers is rolled up and leaning in a corner (50,000 gp).

LEVEL 26 (MONETARY TREASURE 685,000 GP)

Parcels 2, 6, and 10

- A huge section of painted wall, torn from a temple, depicts a climactic battle between Bahamut and Tiamat (50,000 gp).
- A pile of 12,500 gp holds a black lacquered scroll tube containing a ritual scroll of Forbiddance (25,000 gp).
- A crystal box (1,000 gp) holds 19 ad and ten diamonds (5,000 gp each).
- A beautiful platinum bowl decorated with flecks of astral diamond (50,000 gp) holds ten rubies (5,000 gp each) and 500 pp.
- A bronzewood chest contains 565 pp, a brilliant necklace of adamantine thread from which hang cold dewdrops of elemental fire (50,000 gp), a glittering hair comb fashioned from solidified elemental air (50,000 gp), and a brooch fashioned from ivory inlaid with cold elemental fire and scrimshawed with scenes of the City of Brass (50,000 gp). On top of the contents is a level 29 magic item.

LEVEL 27 (MONETARY TREASURE 970,000 GP)

Parcels 2, 4, 6, and 10

- An adamantine phylactery (50,000 gp) containing greasy ashes is engraved with skulls and bones. It sits atop a pile of 10,000 gp and five jacinths (5,000 gp each).
- Another pile of coins holds 10,000 gp, five star sapphires (5,000 gp each), and a celestial gold amulet set with astral diamonds (50,000 gp).
- A small chest holds 1,000 pp, five diamonds (5,000 gp each), and a ring made of solid elemental water with flecks of elemental fire suspended inside (50,000 gp).
- A crown carved in the form of antlers, made from the wood of one of the first trees in the Feywild (50,000 gp), lies next to a folded-up piece of parchment that is the deed to a castle (70,000 gp). On the floor next to it is a level 28 magic item.
- A jade chest (1,000 gp) holds 41 ad, 740 pp, four rubies (5,000 gp each), and a level 30 magic item.

LEVEL 28 (MONETARY TREASURE 1,250,000 GP)

Parcels 3, 4, 6, and 10

- A pillar of cold bound elemental lightning (50,000 gp) sheds light as an everburning torch.
- A loose pile of 25,000 gp covers the floor.
- Another smaller pile of 3,000 gp and 2,770 pp also includes a red gold pendant imbued with elemental fire and inscribed with the true name of an efreet lord (50,000 gp).
- A simple glass vase holds 37 ad. Scattered around the vase are twenty diamonds (5,000 gp each). A level 29 magic item sits nearby.
- An enormous deep blue diamond (50,000 gp) sits on a pillow made from pale white human skin that smells of jasmine.
- A black leather pouch holds ten diamonds (5,000 gp). The pouch's cords are tied around a level 30 magic item.
- A gown of astral silk embroidered with celestial gold thread and sparkling with flecks of pale blue astral diamonds (50,000 gp) lies beneath a wooden scroll case containing a ritual scroll of Voice of Fate (225,000 gp).

LEVEL 29 (MONETARY TREASURE 1,550,000 GP)

Parcels 1, 2, 6, and 10

- A life-size marble statue of Kord (50,000 gp) stands in a battle stance. His clothing, armor, and sword are all pure platinum.
- Heaped into a pile and separated into numerous small sacks are 33 ad, 1,250 pp, and 20,000 gp.
- A steel bowl holds a sea of 200 emeralds (1,000 gp each).
- A golden throne large enough to seat a giant and wrought to look like it was fashioned from skulls sits amid the piles. Moonstones stare out from the sockets of each skull (50,000 gp). In the chair's seat is a level 30 magic item.
- A great map drawn on eladrin skin in inks made of powdered gems and illustrated with gold leaf (50,000 gp) depicts a detailed rendering of the Nine Hells. It hangs on one of the walls in the lair.
- Scattered throughout the lair are three enormous diamonds (50,000 gp each) and a perfectly matched set of three enormous rubies (50,000 gp each).
- A heap of dead adventurers rots in a corner. Though nearly all their possessions are ruined, a few items of importance remain intact, including a ritual scroll of True Portal (425,000 gp) and a level 30 magic item.

LEVEL 30 (MONETARY TREASURE 1,900,000 GP)

Parcels 1, 2, 6, and 10

- Spread into piles through the lair are 55 ad, 1,980 pp, and 40,000 gp.
- A bowl carved of a giant violet garnet (2,500 gp) holds thirty rubies (5,000 gp each) and five black star sapphires (5,000 gp each).
- A small rock crystal vase (250 gp) holds fifty diamonds (5,000 gp each).
- A hollow clear crystal brooch (50,000 gp) with its reservoir filled with a pit fiend's blood rests on a dusty but resplendent banner (50,000 gp) once used by the armies of the gods against the Primordials.
- Robes of purple dyed astral thread embroidered with eldritch mithral runes (50,000 gp) lie thrown over a decrepit cherrywood chair.
- An adamantine frame contains a wall mirror fashioned from elemental water (50,000 gp). It stands against a wall.
- A small chest holds 7 ad and a level 30 magic item.
- A life-size statue of a young white dragon carved from astral marble (50,000 gp) stands in a place of honor amid a great pile of dragon bones.
- A celestial gold scepter encrusted with astral diamonds (50,000 gp) leans against a ewer fashioned from platinum and bejeweled with alexandrites, aquamarines, pearls, and maroon sapphires (50,000 gp). Inside the vessel is a level 30 magic item and a ritual scroll of Consult Oracle (9,000 gp).
- An large temple bell forged from celestial gold and engraved with images of angels mustering for war (50,000 gp) rests on the ground, covering a ritual scroll of Observe Creature (105,000 gp) and a level 30 magic item.

DRACONIC ARTIFACTS

Potent magic is linked to dragons—to their history, to their wars, to their faith, and simply to their existence. Dozens if not hundreds of such unique magical artifacts have appeared throughout the ages. Presented here is a mere fraction of them.

Ilthuviel's Blackened Heart

Ilthuviel's Blackened Heart is appropriate for characters of 16th level and higher.

Ilthuviel's Blackened Heart Paragon Level

The great green wyrm Ilthuviel was one of the first dragons that sought to become a dracolich. Something went awry, and he did not gain lichdom. This matte platinum amulet has a green dragon's black and shrunken heart embedded within it.

Ilthuviel's Blackened Heart is an *amulet of health* +4. It has the following properties and powers.

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain resist 10 poison.

Property: You can speak and understand the Draconic language and can read the Iokharic script.

Power (Daily ✦ Arcane, Charm, Implement): Standard Action. You can use *delusions of loyalty* (warlock 19).

Power (Daily): Free Action. You can end all ongoing poison damage, and all charm or poison effects.

Special: The *Heart*'s powers and protective properties do not function in any way against green dragons.

Goals of Ilthuviel's Blackened Heart

- Exercise influence and authority over others.
- Wreak havoc on divine characters and organized religion.
- Become the possession of an ambitious ancient green dragon.

Roleplaying Ilthuviel's Blackened Heart

The great green wyrm Ilthuviel was among the first dragons to seek immortality through the process of becoming a dracolich. Legends disagree as to whether the procedure failed, or if someone interfered with the ritual at the last minute. Whatever the case, the rite went awry. Ilthuviel was utterly consumed in an inferno of black hellfire. He spat his rage and his hatred into a final curse as he died, and when the flames faded away, what remained was the dragon's black and shrunken heart, a vessel for all the evil he wished upon the world and upon the deities who had allowed his life to end.

The *Heart* only rarely communicates verbally. It sends waves of longing through its owner when it wishes the owner to take an action, or waves of loathing and even physical pain when it's displeased.

It urges its owner to grab what power and authority it can and to interact with others from a position of strength.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner has the dragon keyword	+2
Owner succeeds in a social challenge by using Intimidate (maximum 1/day)	+1
Owner reduces a cleric, paladin, or other divine NPC or monster to 0 hit points (maximum 1/day)	+1
Owner makes use of Diplomacy without first attempting Intimidate (maximum 1/encounter)	-1
Owner allows a divine character to use a beneficial power on him or her (maximum 1/day)	-1
Owner attacks a green dragon of lower level	-2
Owner attacks a green dragon of equal or higher level	-3

Pleased (16–20)

"The Heart is proud of me, and together we can gain power over this world that even a true dragon would envy."

The *Heart* approves of the owner's desire to wield power over others, and it sees further potential within the owner.

The *Heart*'s enhancement bonus increases to +6.
Property: The *Heart* grants you a +4 bonus to Intimidate checks.
Power (Daily ✦ Poison): Standard Action. You can attack with the breath weapon of an elder green dragon: Close blast 5; Constitution vs. Fortitude; 2d10 + Constitution modifier poison damage, and the target takes ongoing 15 poison damage and is slowed (save ends both). *Aftereffect:* The target is slowed (save ends).

This power replaces the poison spittle granted by the *Heart* when it is satisfied.

Power (Daily ✦ Conjuration): Standard Action. You conjure a weaker manifestation of Ilthuviel's original form. This conjuration takes the form of an elder green dragon. The dragon follows your commands willingly, but it can take only a single action each round. The dragon is otherwise a normal elder green dragon in form and abilities, and it can be killed as normal. *Sustain Standard:* You can sustain the conjuration for up to 1 minute, or until the elder green dragon conjuration is slain.

Satisfied (12–15)

"The Heart respects me, and it can sense my potential. It gives me confidence to become a stronger leader."

The wielder has proven to the *Heart* that he or she isn't just another weak-willed humanoid. The *Heart* is willing to grudgingly grant the owner power as long as the owner continues to prove worthy.

The *Heart*'s enhancement bonus increases to +5.
Property: The *Heart* grants you a +2 bonus to Intimidate checks.
Power (Daily ✦ Poison): Standard Action. You spit a gout of poison: Ranged 5; Constitution vs. Fortitude; 2d10 + Constitution modifier poison damage.

Normal (5–11)

"The Heart is indifferent to me. I'll need to gain its trust and prove my strength of will."

When the owner first touches *Ilthuviel's Blackened Heart,* he or she is probably at this concordance. The *Heart* dislikes the owner, but hasn't grown to despise him or her.

Unsatisfied (1–4)

"The Heart is disappointed with my weakness and frailty. Without the confidence it lends me, I worry over every crucial decision."

The *Heart* has all but given up on the wielder, deciding that the wielder is just like every other humanoid, weak and pathetic.

The *Heart*'s enhancement bonus drops to +2.
Special: You take a –2 penalty to Intimidate checks, to your Will defense against fear effects, and to saving throws to end fear effects. This applies regardless if you are using or simply wearing the *Heart.*
Special: The *Heart* causes you to hesitate in battle. Each time you roll initiative, you must roll twice and take the lower roll.

Angered (0 or Lower)

"Waves of painful anger clutch my heart. The Heart despises me. I am assailed by doubts and see failure in every possibility unless the Heart tells me what to do."

The *Heart* believes that the wielder is utterly worthless, and it will do all it can to destroy its owner.

The *Heart*'s enhancement bonus drops to 0.
Special: You take a –5 penalty to Intimidate checks, to your Will defense against fear effects, and to saving throws to end fear effects. You take a –5 penalty to attack rolls and all defenses against dragons. This applies regardless if you are using or simply wearing the *Heart.*
Special: The *Heart* causes you to hesitate in battle. Each time you roll initiative, you must roll twice and take the lower roll.
Special: Any time you are reduced to fewer than 0 hit points and then healed, the *Heart* takes over. You are dominated (save ends), and the *Heart* causes you to attack your allies.

Moving On

"The Heart swells with pride over my achievements but yearns to impart the strength of its will to a true dragon. I need to find it a worthy dragon for it."

The *Heart* recognizes that it has attained all the power this feeble humanoid can offer, and it seeks a green dragon master. Unlike many artifacts, the *Heart* tells the owner that it will soon be leaving. The *Heart* requests that its wielder find a worthy dragon to become its new master. It does not tell its owner what rewards it offers for doing so or what punishment it threatens for failure.

VINCENT DUTRAIT

If the owner deliberately seeks out an elder or ancient green dragon and offers it the *Heart*, the artifact grants its wielder a final boon. The owner gains a permanent +2 bonus to Intimidate checks, to Will defense against fear effects, and to saving throws to end fear effects.

If the owner gains a level without having begun a quest to find an appropriate dragon—or gains a second level without having completed such a quest—the *Heart* crumbles to ash (re-forming elsewhere in the world) and strikes its owner with a curse of nightmares. The owner takes a -2 penalty to Will defense against fear effects and a -2 penalty to saving throws to end fear effects. Two uses of the Remove Affliction ritual (one for each effect) can end these penalties.

Until it moves on, the *Heart* retains all the powers and properties appropriate for its current concordance.

Blue Orb of Dragonkind

The *Blue Orb of Dragonkind* is appropriate for epic-level characters.

The *Orb* presented here is the *Blue Orb*, the one that has reappeared most often in recorded history. Were *Orbs* created for every other color of chromatic dragon? If they were, have they all survived to the present day? Answer these questions as best suits your campaign. When designing other *Orbs*, you can use the *Blue Orb* as a model, changing details as appropriate. For instance, the *Green Orb* might look similar but of a green hue, dominate green dragons rather than blues, enhance and protect against poison, and improve charm powers rather than powers that have a push effect. Alternatively, you might build entirely new suites of powers, using this *Orb* purely as a baseline.

Blue Orb of Dragonkind Epic Level

The reasons for the primeval struggle between dragons and humanoids are long lost, but the artifacts created during that time are not. Among the greatest are the Orbs of Dragonkind, which grant powers similar to—and over—particular kinds of wyrms. This pale blue crystal sphere is small enough to be held in the palm of a human. Faint wisps of gold swirl throughout it.

The *Blue Orb of Dragonkind* is a *+4 orb of invasive fortune*. It has the following properties and powers.

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +4d8 damage

Property: Against blue dragons, the *Orb*'s critical hit damage increases to 4d10.

Power (Daily): Immediate Interrupt. You can use this power when an enemy within 10 squares of you successfully recharges a power. The recharge fails, and you regain the use of an expended encounter power.

Property: The *Orb* grants you an additional +1 bonus to attack rolls for powers that cause push effects and for powers that deal lightning damage.

Powers that deal lightning damage to a blue dragon ignore the dragon's lightning resistance when they are used through the *Orb*.

Property: You can speak and understand the Draconic language and can read the Iokharic script.

Goals of the Blue Orb of Dragonkind

Each *Orb* has the personality of a variety of dragon, imbued within it at the time of the artifact's creation. Thus, each color of *Orb* has different goals. The *Blue Orb* has the following goals:

- Defeat its enemies—those of the bearer, those of blue dragons in general, and those of whoever created the *Orb* (the specifics of which are left up to the DM)—while placing the bearer in as little danger as possible.
- Ensure the artifact's, and the bearer's, survival.

Other *Orbs* might seek power through more violent means, or might even seek to protect humanoids from the depredations of other dragons.

Roleplaying the Blue Orb of Dragonkind

The *Blue Orb* is incredibly arrogant (as would be expected of an ancient dragon). It sees itself as a civilized and intelligent mentor of an unfortunately foolish and childlike bearer. It patronizes its bearer, pointing out the obvious and explaining everything in great detail. That said, when the bearer does something to truly impress it, it says so in complimentary—if obviously startled—terms.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner has the dragon keyword	+2
Owner gains a level without interacting in any way with a dragon	-2
Owner completes a quest on behalf of a dragon patron	+2
Owner completes a quest on behalf of a blue dragon patron	+3
Owner succeeds in a social encounter with a dragon	+1
Owner or an ally of the owner physically attacks a dragon (charms do not qualify) (maximum 1/encounter)	-2

Other *Orbs* have entirely different agendas, and thus different concordance variables. Some, for instance, might encourage their bearers to attack dragons.

Pleased (16–20)

"Dragons look down upon the rest of you. They do not look down upon me."

The owner has all but melded with the *Orb*. The owner's desires and intents are those of the *Orb*, and the *Orb*'s are the owner's.

The *Orb*'s enhancement bonus increases to +6.

Property: Against blue dragons, attack powers used through the *Orb* can score a critical hit on a roll of 18–20. Against other dragons, attack powers used through the *Orb* can score a critical hit on a roll of 19–20.
In addition, the critical hit damage against blue dragons increases to 4d12.

Property: You gain resist 25 lightning.

Power (Daily): The bonus to Arcana checks to scry with the *Orb* (granted when the artifact is satisfied) increases to +6 for blue dragons and +4 for other dragons.

Power (Daily): You can ask the *Orb* a question, drawing upon the ancient knowledge of the imprinted dragon personality, as described in the Consult Mystic Sages ritual. Use of this power has no component cost. You can do this even if you aren't trained in Religion or do not have the Ritual Caster feat. If the question involves dragons, you gain a +2 bonus to the check. If it involves blue dragons, the bonus is +4.

Power (Daily ✦ Charm, Implement): Standard Action. Targets blue dragons (but see below). Ranged 10; Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will; the target is dominated until the end of your next turn. *Miss:* The target is dazed until the end of your next turn. If the attack misses, you can use the power again in a later encounter. (You cannot use it again in the same encounter.) This power can succeed on only one target per day. *Sustain Standard:* Repeat the attack. You can sustain the power for up to 5 minutes, or until you miss.
This power replaces the dazing power granted by the artifact when it is satisfied.
Special: You can use this power against dragons other than blue dragons, but less effectively. Ranged 10; Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will; the target is dazed until the end of your next turn. *Miss:* If the attack misses, you can use the power again in a later encounter. (You cannot use it again in the same encounter.) This power can succeed on only one target per day. *Sustain Standard:* Repeat the attack. You can sustain the power for up to 5 minutes, or until you miss.

Special: You can occasionally receive dream images of the dragon that dwells within the *Orb*. The dragon can reveal to you where to find great magic, or point you toward powerful enemies. (In other words, this dragon can be a source of quests.)

Satisfied (12–15)

"I've come to believe I was a dragon in a prior life. That old soul sustains me now."

The owner is not yet fully bonded with the *Orb*, but the *Orb* has come to accept him or her.

The *Orb*'s enhancement bonus increases to +5.

Property: Against blue dragons, attack powers used through the *Orb* can score a critical hit on a roll of 19–20.

Property: You gain resist 15 lightning.

Power (Daily): By spending an hour to peer into the depths of the *Orb*, you can use the *Orb* to scry on a creature, as described in the Observe Creature ritual. Use of this power has no component cost, and the *Orb* is the focus. You can do this even if you aren't trained in Arcana or do not have the Ritual Caster feat. If you're scrying on a dragon, you gain a +2 bonus to your Arcana check. If you're scrying on a blue dragon, you gain a +4 bonus to the check.

Power (Daily ✦ Implement, Reliable [but see below]): Standard Action. Targets blue dragons. Ranged 10; Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will; the target is dazed until the end of your next turn. *Miss:* If the attack misses, you can use the power again in a later encounter. (You cannot use it again in the same encounter.) This power can succeed on only one target per day. *Sustain Standard:* Repeat the attack. You can sustain the power for up to 5 minutes, or until you miss.

Normal (5–11)

"I can hear the voices of ancient dragons whispering in my mind!"

This concordance is the likely starting point for new bearers of an *Orb*. The *Orb* is reticent and sullen, waiting to see if a new bearer proves worthy.

Unsatisfied (1–4)

"It's had a hundred bearers over thousands of years. So far, I'm failing to impress."

The *Orb* hasn't entirely decided that the owner is unworthy, but it's leaning in that direction.

Special: When you use any attack power that does not deal lightning damage, you take a –2 penalty to attack rolls and damage rolls on that attack.

Special: You take a –2 penalty to all Charisma-based skill checks involving dragons.

Displeased (0 or Lower)

"I have proven woefully unworthy of this ancient power."

The *Orb* has declared the owner a failure. Its help is minimal; it nags, broods, and is a detriment to the owner's efforts, even damaging the owner as a punishment.

The *Orb*'s enhancement bonus drops to +2, it no longer grants a bonus to attack rolls and damage rolls with lightning powers, and it no longer overcomes a blue dragon's lightning resistance.

Special: When you use any attack power that does not deal lightning damage, you take a –5 penalty to attack rolls and damage rolls on that attack.

Special: You take a –5 penalty to all Charisma-based skill checks involving dragons.

Special: Once per day at any time, the *Orb* can attack you with a haze of lightning. Roll 1d20 + your level vs. Fortitude; you take ongoing 15 lightning damage (save ends).

Moving On

"I have become one with the blue dragons of the world."

The *Orb* recognizes that it's time to move on, and that its purposes in the world—and with the world's dragons—are better served elsewhere.

When the owner next gains a level, the *Orb* disappears, transporting itself to some other realm where dragons and dragonslayers struggle against one another. It appears to shatter into tiny fragments and powder. The resulting detritus is powdered astral diamond, worth 250,000 gp.

Until it moves on, the *Orb* retains all the powers and properties appropriate for its current concordance.

Spear of Urrok the Brave

The *Spear of Urrok the Brave* is appropriate for characters of 6th level or higher.

Spear of Urrok the Brave Heroic Level

Urrok the Brave was the greatest champion of the Empty Eye orc tribe. He fought in hand-to-hand combat with four separate dragons. When Urrok finally fell against the fifth dragon, the shamans of his tribe recovered his spear, adorning it with mystic runes and potent fetishes. The Spear of Urrok the Brave has spilled the blood of dozens of dragons by now, not only in the hands of orcs, but also in those of wielders of other races.

The *Spear of Urrok the Brave* is a +2 *dragonslayer longspear*. It has the following properties and powers.

Enhancement: Attack rolls and damage rolls

Critical: +2d8 damage, or +2d12 damage against dragons

Property: This weapon provides resist 5 against dragon breath attacks.

Power (Daily): Minor Action. Your next attack roll with this weapon against a dragon, if made before the end of your turn, gains a +5 power bonus, and the attack automatically ignores any resistance the dragon has.

Property: You have threatening reach when you use the *Spear*. You can make opportunity attacks from up to 2 squares away.

Power (Daily ✦ Martial, Weapon): Standard Action. You can use *talon of the roc* (fighter 13).

Power (Daily): Free Action. Use this power when you hit an enemy with the *Spear*. The next time the enemy would successfully recharge a power, the success becomes a failure.

Goals of the Spear of Urrok the Brave

- ✦ Kill dragons.
- ✦ Expand the glory of the orc people and the Empty Eye tribe.
- ✦ Gain glory in combat.

Roleplaying the Spear of Urrok the Brave

The *Spear of Urrok the Brave* is impatient and forthright. It has no tolerance for long-term planning or negotiation. That said, it is not stupid, and it appreciates the value of tactical combat.

It urges its bearer to engage any dragon in combat, and grows enraged if refused. It encourages the wielder to enter combat to solve any other conflict as well, but it is less infuriated if refused.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner is an orc or has orc blood	+1
Owner reduces a dragon to 0 hit points (maximum 1/day)	+2
Owner reduces a draconic creature to 0 hit points (maximum 1/day)	+1
Owner succeeds in a skill challenge against orcs (maximum 1/day)	+1
Owner is an elf, a half-elf, an eladrin, or has the dragon keyword	-1
Owner or an ally of the owner attacks an orc (maximum 1/encounter)	-2
Owner gains a level without slaying a dragon	-1

Pleased (16–20)

"The Spear speaks to me of the lineage of orc blood flowing back to the time when Gruumsh walked the world. I am sure that he sees in me the same fighting spirit of the orcs."

The wielder has proven to be a skilled combatant and a worthy possessor of the *Spear*. The spear cries out its bloodlust at the start of combat.

Property: The *Spear*'s battle cry spreads fear and hesitation. All your foes take a -2 penalty to initiative. This is a fear effect.

Property: You gain a +5 bonus to Will defense against fear attacks.

Property: If you spend an action point to take an extra action while engaged in battle against a dragon or draconic creature, you gain an extra move action.

Power (Daily ✦ Teleport): Immediate Interrupt. When targeted by, or in the area of, a dragon's *breath weapon*, you can disappear and thereby cause the attack to miss you automatically. You then immediately reappear in any square within 2 squares of the dragon.

Satisfied (12–15)

"Though I am no orc, the Spear honors me as a potent warrior."

The *Spear* would prefer an orc bearer, but has acknowledged the wielder's skill and even come to appreciate it. Though the wielder hasn't yet earned the weapon's enthusiasm, he or she has its cooperation.

Property: You gain a +2 bonus to Will defense against fear attacks.

Power (Encounter): Minor Action. You gain a +4 bonus to your speed on your next charge attack, as long as you make it before the end of your next turn.

Normal (5–11)

"The Spear sees me as weaker than it would like. It offers me the opportunity all warriors deserve: to prove myself in battle."

When the wielder first acquires the *Spear,* it desperately wants the wielder to prove himself or herself to it. It demands that the wielder enter combat soon and encourages the wielder to seek out dragons and other deadly foes.

Unsatisfied (1–4)

"The Spear thinks I am pathetic and cowardly. It demands I prove myself now or be known forever as a weakling."

The *Spear* has begun to despise the wielder, and offers the wielder only a limited amount of time to prove his or her unsatisfactory impression on the *Spear* to be false.

Special: You take a –2 penalty to attack rolls and damage rolls against any creatures other than dragons. This penalty applies whether you are using or merely carrying the *Spear.*

Displeased (0 or Lower)

"The Spear curses me and reviles my name. It says that my blood will quench the thirst of the weeds, and my name will be trampled into the earth and forgotten."

The wielder is as nothing to the *Spear of Urrok the Brave,* and the *Spear* wants nothing to do with the wielder. The *Spear* claims that the wielder can regain a shred of honor only by offering it to someone else.

Special: You take a –5 penalty to attack rolls and damage rolls against creatures other than dragons. This penalty applies whether you are using or merely carrying the *Spear.*

Special: Any time you enter battle with orcs, the *Spear* screams for them to reclaim it. The orcs gain a +4 bonus to initiative, and a +2 bonus to attack rolls and damage rolls against you. These bonuses apply whether you are using or merely carrying the *Spear.*

VINCENT DUTRAIT

Moving On

"The Spear tells me that I am a spirit kin to the orcs, and a great warrior. My name, my valor, and my deeds will be remembered until the sun goes dark. The Spear will speak of my deeds to inspire ferocity in its next bearer."

The *Spear* believes that it has gained all the glory it can with its owner, and that it must move on to face new challenges. Unlike many artifacts, the *Spear* tells the owner that it will soon be leaving. The *Spear* requests that the owner give it to a worthy orc. It does not reveal what reward it offers if the owner does so.

If the owner seeks out an orc warrior to voluntarily hand over the *Spear,* the artifact grants the owner a final boon. It adds an enchantment to a nonmagical weapon of the owner's choice, transforming it into a *+2 dragonslayer weapon.*

If the owner gains a level without having begun a quest to find an orc warrior worthy of the *Spear*—or gains a second level before completing such a quest—the *Spear* vanishes one night and appears elsewhere in the world, ready for a new bearer.

Until it moves on, the *Spear* retains all the powers and properties appropriate for its current concordance.

Unconquered Standard of Arkhosia

The *Standard* is appropriate for characters of 11th level or higher.

Unconquered Standard of Arkhosia Paragon Level

In one of the last great battles between Arkhosia and Bael Turath, a single dragonborn regiment held a fortress against multiple legions of tieflings and their diabolic allies. When the battle was over, every demon had fallen, every tiefling—and every dragonborn but one. Wounded, he still lifted his commander's tattered standard before he set out for home. His people kept the banner as a sign of the victory. It disappeared with the fall of Arkhosia, but has reappeared throughout the centuries, infused with powers that bolster the righteous in their battle against evil. The Standard is a banner flying atop a pole of oak. The flag boasts the symbol of a golden dragon on a deep blue field.

To use the *Standard*'s powers, the bearer must either hold the *Standard* aloft or plant it in the earth and remain within 3 squares of it. The range of its various powers and properties is a number of squares equal to the bearer's Charisma modifier (minimum 1). It has the following properties and powers.

Property: You and allies within range gain a +2 bonus to AC and saving throws when bloodied.

Property: You and allies within range add their Constitution modifiers to their healing surge values. (Dragonborn instead add an additional +2 to their healing surge values.)

Property: You and allies within range gain a +1 bonus to death saving throws.

Property: You and allies within range gain resist 5 fire.

Power (Daily ✦ Martial, Weapon): Standard Action. You can use *hail of steel* (warlord 17).

Goals of the Unconquered Standard of Arkhosia

- ✦ Protect the innocent and aid those who would fight on their behalf.
- ✦ Destroy devils and tieflings wherever they lurk.
- ✦ Restore the glory of the dragonborn, honor the memory of Arkhosia, and take any opportunity to unite the race into a nation once more.

Roleplaying the Unconquered Standard of Arkhosia

The *Standard* is like an encouraging commanding officer. It offers tactical advice, reassures and coaxes its bearer on to greater efforts, and—on occasion—berates him or her for failure or for stupid mistakes.

It urges its bearer to step forward and protect the innocent wherever they're in danger. It grows particularly agitated when devils or tieflings are involved, and the only time it grows truly enraged at its bearer is if he or she allows the evil of such creatures to go unopposed.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner is a dragonborn	+2
Owner completes a quest to oppose the efforts of a devil or tiefling adversary	+2
Owner reduces a devil or a tiefling to 0 hit points (maximum 1/day)	+1
Owner is a tiefling	-2
Owner fails to intervene when witnessing an evil act	-2
Owner fails to intervene when witnessing an evil act that involves a devil or tiefling	-4
Owner speaks ill of Arkhosia or speaks well of Bael Turath	-1

Pleased (16–20)

"I am worthy of the memory of Arkhosia. The Standard tells me that the dragon empires of old would have welcomed me at their side."

The bearer has gained the *Standard*'s respect. It stands with the bearer against all foes.

Property: You and all allies within range can use second wind one extra time during combat.

Property: The fire resistance granted by the *Standard* increases to 15.

Power (Daily): Minor Action. You can grant one ally an extra action point. He or she must use that action point before the end of the current encounter, or it is lost.

Power (Daily): By planting the *Standard*'s shaft in the earth, you can command the *Standard* to watch over you. This benefit allows you to use the Eye of Alarm ritual without paying the component cost. You can do so even if you aren't trained in Arcana or do not have the Ritual Caster feat. The *Standard* serves as a singular watchful eye, rather than creating one or more; the Arcana check still determines what kind of vision or sensory ability the watchful eye possesses for this use.

Special: You occasionally see visions and have dreams of the glory of Arkhosia before it fell. These might show you the location of other ancient treasures or strongholds of the fallen empire. (In other words, the *Standard* can be a source of quests.)

Satisfied (12–15)

"I have done well. With the Standard's help, I will continue to shed an unblinking light against the darkness."

The *Standard* has accepted the bearer as a proven warrior against evil.

Property: The fire resistance granted by the *Standard* increases to 10.

Power (Daily ✦ Martial, Weapon): Standard Action. You can use *victory surge* (warlord 19).

Normal (5–11)

"Together the Standard and I shall add new exploits to the heroic days of old."

The *Unconquered Standard* is willing to give any new bearer the benefit of the doubt, but the bearer

must prove to be a true champion before it reveals its greater powers.

Unsatisfied (1–4)

"While not everyone is cut out to be a hero, I must try harder not to shame the Standard."

The *Standard* doesn't feel that the bearer is cut out to use it, but it's willing to give the bearer a bit longer to prove either way. That said, it's going to do what it can to push the bearer into greater heroics.

Special: You and your allies still gain the *Standard*'s fire resistance and bonus to death saving throws. Beyond these, however, the *Standard* allows you to use its powers only against devils, tieflings, demons, evil dragons, and the cultists of evil deities or other evil personages.

Displeased (0 or Lower)

"The Standard is at odds with me. It longs for a more heroic bearer."

The bearer is not a hero, as far as the *Standard* is concerned. It's only a matter of time before it finds another bearer.

Special: You and your allies still gain the artifact's fire resistance and bonus to death saving throws. None of its other powers function for you or your allies.

Moving On

"I can stand on my own now, even against the greatest evils. The Standard needs to leave now to help those who cannot."

The *Standard* is determined never to rest, never to stop, while there remains evil to be fought, or there is any chance—however small—of gathering the dragonborn into a nation once more. When it feels it has done all it can with this bearer, it leaves.

When the bearer next gains a level, the *Standard* disappears, unraveling into the wind and blowing away, only to re-form elsewhere. The Standard bestows permanent resist 5 fire on the bearer. In addition, it grants the bearer a warlord at-will power of his or her choice, which the bearer gains in addition to his or her other at-will powers.

Until it moves on, the *Standard* retains all the powers and properties appropriate for its current concordance.

Draconic Rituals

Dragons have long been associated with ancient knowledge, mystic secrets, and powers both potent and obscure. Some myths even attribute the origins of arcane magic to them, claiming that great wyrm sorcerers taught the first humanoids how to cast spells in times so long past even the mightiest divinations reveal little of them.

Today, chromatic dragons express magical ability through rituals. Those mystical rites presented in the *Player's Handbook* appear in dragon hoards as scrolls or parts of ritual books, but many other rituals are more commonly used by dragons than they are by humanoids, and a few are unknown beyond the various draconic races.

How common these new rituals are in your campaign is up to you. They might be available only in dragon hoards or in the books of those who study dragons, or they might be as common as any of the rituals in the *Player's Handbook*.

RITUALS BY LEVEL

Lvl	Ritual	Key Skill
6	Easy Passage	Arcana or Nature
8	Aura Mask	Arcana
10	Disorienting Portal	Arcana
14	Sentinel Eye	Arcana
16	False Aura	Arcana
20	Chamber of Vulnerability	Arcana
26	Ward the True Name	Arcana

Aura Mask

Before your eyes, the wondrous object shimmers briefly and then returns to an apparently mundane state. Though you know the truth of its power and value, to others it appears normal in every way.

Level: 8
Component Cost: 10 gp
Category: Deception
Market Price: 250 gp
Time: 10 minutes
Key Skill: Arcana
Duration: 24 hours (special)

When performed upon a magic item, Aura Mask makes it appear nonmagical when someone tries to use an Arcana check to detect magic. Your Arcana check result

Dragon Ritual Casters

So, how are you going to determine if a particular dragon is a capable ritual caster or not? You should, as usual, decide based on the needs of your campaign, but the easiest way is to treat all dragons as though they have the Ritual Caster feat. Ritual casting comes as naturally to dragons as using their breath weapons. In addition to the skills noted for each dragon variety, assume that at each age category—young, adult, elder, and ancient—a dragon gains training in one additional skill for the purpose of ritual casting only. For instance, a young dragon can perform rituals that have Arcana as their key skill, while an elder dragon can select Arcana, Heal, and Religion.

determines the DC for the Arcana check to see through your deception. The Arcana check DC to determine that an item is magical is the higher of the item's normal DC or the result of your Arcana check made as part of this ritual.

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by leaving the item near a small, jeweled eye of gold and ruby wrapped in a silken blindfold. The blindfolded eye is a focus worth 100 gp. As long as the item remains within 20 squares of the focus, the Aura Mask remains in effect. You can hide or protect the ritual's focus in any way you like, as long as it remains within range. A single focus can maintain up to five Aura Masks or False Auras (page 85) on five separate items, as long as they are all close enough to the focus.

Chamber of Vulnerability

You slowly exhale, watching as the destructive energy of your breath swirls about in a miniature maelstrom of deadly potency. In a matter of moments, the tempest sinks into the floor, as though absorbed by the world itself.

Level: 20
Category: Warding
Time: 30 minutes
Duration: 24 hours (special)
Special: You must possess an innate breath weapon
Component Cost: 5,000 gp
Market Price: 25,000 gp
Key Skill: Arcana

You cause creatures in a warded area to gain vulnerability to whatever damage type you deal with your breath weapon. (A red dragon, for instance, would bestow fire vulnerability with this ritual.) Any time an intruder takes damage of the appropriate type, it takes the extra damage.

Your Arcana check determines the size of the area warded, as well as the extent of the vulnerability.

Arcana Check Result	Warded Area	Vulnerability
9 or lower	Burst 1	5
10–19	Burst 3	5
20–29	Burst 5	5
30–39	Burst 8	10
40 or higher	Burst 12	10

You are automatically immune to your own Chamber of Vulnerability. In addition, you can designate any number of other ritual participants as being immune also. When you perform the ritual, you can also designate one or more categories of creatures that are immune to the ritual's effects. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as dragon), creature race (such as blue dragon), or obvious equipment (such as a creature wearing a specific signet ring).

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by keeping a focus in the vicinity. This ritual focus is a small fanged mouth carved of ivory and silver, worth 2,500 gp. The Chamber of Vulnerability lasts as long as the focus remains within the area of effect. You can hide or protect the ritual's focus in any way you like, as long as it remains within range.

Disorienting Portal

You inscribe a series of glowing sigils around the door frame, keeping your desired destination firmly in mind. The doorway fills with a hazy vision of the destination. When you step through the door, you emerge at the targeted spot.

Level: 10
Category: Travel
Time: 10 minutes
Duration: Special
Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Arcana

You create a shortcut across the world. Other than as described here, this ritual functions like Linked Portal (*Player's Handbook*, page 307). The teleportation circle must be inside a doorway or similar opening that connects to another doorway or opening within 50 squares (250 feet), which you designate when you perform the ritual. The doorways can each be up to 4 squares in width. As part of performing the ritual, you must adorn the door frame or perimeter of the portal with various sigils and runes.

Your Arcana check determines how long the portal remains open and how well hidden it is (if you choose to make it secret).

Arcana Check Result	Duration
19 or lower	1 day
20–39	3 days
40 or higher	5 days

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When performing the ritual, you can choose whether the portal is obvious or hidden. If obvious, anyone looking through the enchanted doorway can see a hazy image of the destination, as defined in Linked Portal (*Player's Handbook*, page 307).

If you choose to hide it, however, casual examination shows only a mirror image of the room in which the doorway is set. The effect is that if the door is opened or the doorway is looked through, the area beyond the door looks like another room of the sort one is already in. Dragons and wizards use this technique to make travel through their lairs difficult for those who do not know to avoid the portals.

A Perception check, with a DC equal to your Arcana check result when performing the ritual, is required to detect the deception. Success indicates that the observer sees a hazy image of the destination instead, as described in the Linked Portal ritual.

If the real destination is an area of obvious danger—a gaping chasm, a room on fire, a pit of spikes—then the portal cannot be hidden. You could, however, hide a portal that leads to a room full of secret traps, or one in which a monster is lurking just out of sight.

Easy Passage

The corridor pulses and convulses like a living thing before settling down to normalcy once more.

Level: 6 **Component Cost:** 150 gp
Category: Exploration **Market Price:** 360 gp
Time: 30 minutes **Key Skill:** Arcana or Nature
Duration: 24 hours (special)

You create a slight dimensional warp along the length of a corridor, allowing it to hold larger creatures or objects than it otherwise could. A creature of a size that would normally have to squeeze through the area can instead move and act freely. A creature one size category too large to enter the space at all can instead do so by squeezing.

Your Arcana or Nature check result determines the maximum dimensions of the area affected.

Arcana or Nature Check Result	Area Affected
9 or lower	Up to 1 square wide and 2 squares long
10-19	Up to 1 square wide and 4 squares long
20-29	Up to 2 squares wide and 4 squares long
30-39	Up to 2 squares wide and 8 squares long
40 or higher	Up to 3 squares wide and 12 squares long

For example, a Huge creature with a space of 3 (9 squares) could freely move through an area 2 squares wide and could squeeze into an area 1 square wide. A Gargantuan creature with a space of 4 (16 squares) could freely move through an area 3 squares wide, and could squeeze into an area 2 squares wide, but would still be unable to enter an area 1 square wide.

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely keeping a focus in the vicinity. This ritual focus is a small hand, sculpted of platinum, worth 100 gp. The Easy Passage lasts as long as the focus remains within the affected area. You can hide or protect the ritual's focus in any way you like, as long as it remains within the area defined by your Arcana or Nature check result.

False Aura

The object before you takes on a gentle, mystical glow. The glow strengthens slowly and subtly, and then abruptly fades away.

Level: 16 **Component Cost:** 1,800 gp
Category: Deception **Market Price:** 4,500 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 24 hours (special)

False Aura makes a nonmagical item seem to be a magic item, making it appear magical to an Arcana check to detect magic. Your Arcana check result determines the DC for someone else's Arcana check to detect magic to see through your deception. If the detect magic check fails, the inspecting character believes the item to be magical. You choose the fake power source of the item when performing the ritual. However, anyone attempting to use the item immediately recognizes its magic as fake.

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by leaving the item near a small, jeweled eye of gold and ruby wrapped in a silken blindfold. The blindfolded eye is a focus worth 100 gp. As long as the item remains within 20 squares of the focus, the False Aura remains in effect. You can hide or protect the ritual's focus in any way you like, as long as it remains within range. A single focus can maintain up to five Aura Masks (page 83) or False Auras on five separate items, as long as they are all close enough to the focus.

Sentinel Eye

You conjure forth a phantasmal sentry—a slender pillar 6 feet tall, topped with a strange, floating, unblinking eye. The eye watches over your camp, alerting you to the presence of intruders and offering you the ability to spy on them in turn.

Level: 14 **Component Cost:** 800 gp
Category: Warding **Market Price:** 4,200 gp
Time: 30 minutes **Key Skill:** Arcana
Duration: 24 hours (special)

This ritual creates watchful eyes that you place in any square within 10 squares of where you perform the ritual.

Your Arcana check result determines how many eyes you can place and what type of vision or sensory ability they possess.

Arcana Check Result	Eyes Created	Vision or Ability
9 or lower	1	Normal
10-19	2	Normal
20-29	3	Darkvision
30-39	4	Darkvision
40 or higher	5	Darkvision, tremorsense 12

The watchful eyes function like those of the Eye of Alarm ritual (*Player's Handbook*, page 304), except as follows. When the eyes detect an intruder, they sound no audible alarm, but instead alert you through a telepathic link. This link functions regardless of distance, though you must remain on the same plane.

The watchful eye also creates a mild connection between you and the creature that triggered it. "The creature that triggered the Sentinel Eye ritual's watchful eye" is sufficient identification for the Observe Creature ritual (*Player's Handbook*, page 309), if you wish to spy on it at a later date using that ritual. You can use the View Location ritual to spy on the location where a triggered creature was when the eye was triggered, if you have that ritual, since you obviously know the area in which you performed Sentinel Eye. (However, that use has limited utility given the 1 hour performance time of View Location.)

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by keeping a focus in the vicinity. This ritual focus is a small, jeweled eye made of gold and ruby, worth 2,000 gp. The Sentinel Eye lasts as long as the focus remains within 20 squares of any of the watchful eyes. You can hide or protect the ritual's focus in any way you like, as long as it remains within range.

Ward the True Name

A rush of voices flows through your mind, as though you eavesdropped on the whole world at once. Almost immediately it fades to a background rustle, as easily ignored as the trickling of a gentle stream, yet ever ready to leap to the forefront of your mind.

Level: 26 **Component Cost:** 22,500 gp
Category: Scrying **Market Price:** 125,000 gp
Time: 8 hours **Key Skill:** Arcana (no check)
Duration: Permanent until discharged

If anyone anywhere in the world performs a divination or scrying ritual that is intended to gather information about you—such as someone using Consult Mystic Sages or Consult Oracle to ask questions about you, or using Observe Creature to spy on you—you instantly become aware of it. You do not learn the nature of the ritual caster's questions or efforts. You learn only the specific ritual that was performed. You also gain the ability to identify the ritual caster well enough to scry upon him or her in turn.

The effect of this ritual ends when you have been alerted to a divination or scrying attempt.

Dragon Components

The innately mystical and elemental nature of dragons grants them numerous abilities while they live. Sometimes, in specific circumstances, a dragon's strength and activities in life can imbue its remains with residual power that can be tapped with a ritual.

Though dragon remains are not normally considered useful ritual components, explicit situations can arise in which a portion of a particular dragon's remains prove useful. For instance, if the blood of a dragon responsible for killing an individual creature is consumed as part of the ritual to speak with that creature's corpse, the ritual has a better chance of success. Likewise, the bone from a dragon that injured or cursed a creature can be used as part of a ritual to restore that creature to health and lift any curses that creature might suffer because of the dragon's actions.

Dragon remains are not easy to acquire, of course, not only because dragons tend not to want to part with their organs, but because such remains are difficult to harvest and do not keep well. But sometimes, under specific circumstances, it is worthwhile to try.

Harvesting and Preserving

The characters might not automatically assume that they should take special care to dissect a dragon and preserve its organs. Thus, if PCs wish to take from a dragon's remains a component useful for a ritual, they must succeed on a DC 15 Nature check. If the PCs want to preserve the component for more than two days before using it, they must also succeed on a DC 25 Arcana check.

PCs on a quest might discover that a local "dragon of legend" was slain years ago by another adventurer. Because the nature of their quest requires them to learn something of what the dragon knew, they might desire to find a portion of that dragon's remains to see if anything is salvageable. In such a circumstance, they'll often be out of luck. However, it could be that parts from the named dragon they seek might be available from an alchemist who keeps them floating in a jar for curiosity's sake, and who might be willing to sell them for a relative pittance.

Uses of Dragon Components

The most common use of dragon components is to enhance rituals. Assuming the dragon component in question has a tie to the ritual's target, its use requires no special preparation of the organs and no advance planning. The ritual performer holds out (or touches, in the case of larger components such as bones and the heart) the part or parts while completing the ritual.

Depending on the type of component (blood, bones, brain, eye, or heart) and the age of the dragon from which it is harvested (wyrmling, young, adult or older), a component can grant its user a benefit when performing a ritual. The younger the dragon, the lower the level of the ritual that the component can affect, as borne out in the following sections.

A component is drained of all its power in a single ritual performance, crumbling to ash or shriveling to gray, leathery flesh. Using a dragon component as an enhancement to a ritual is a one-time proposition. Also, any single dragon can provide only one "dose" of a certain kind of component—separate amounts of the same dragon's blood, for example, can't be used to enhance two or more ritual performances.

Also, a ritual performer cannot stack separate "doses" of a specific dragon component in a single ritual. For instance, although a dragon's eye grants a +5 bonus to Arcana checks when performing an exploration ritual, using two eyes doesn't increase the bonus to +10.

Blood

Dragon's blood is infused with energy. It seethes with power, and even after a dragon is slain it continues to hiss and bubble.

Use in Rituals: If you use a vial of a dragon's blood as part of a ritual, you gain a +5 bonus to any skill checks related to that ritual. The blood of a wyrmling can provide this benefit for any ritual of level 5 or lower; the blood of a young dragon aids any ritual of level 15 or lower; and the blood of an adult or older dragon can enhance any ritual of level 25 or lower.

Bones

A dragon's bones are the center of its toughness and supernatural health. If a dragon injures or curses a creature, a bone from the dragon can be used as a component in any ritual performed on that creature that deals with health, healing, disease, or otherwise removing afflictions.

Use in Rituals: You can use an appropriate dragon's bone to augment any restoration ritual of level 10 or lower that you attempt on a creature harmed by that dragon. When using a bone in this manner, you can reroll the ritual's Heal check, but you must accept the result of the second roll. You must decide to use the dragon component before making your skill check.

Brain

The brain of a dragon can be useful in expanding your own ritual-enhanced knowledge if the dragon in question is caught up in the question you desire an answer for. Thus, you could use a dragon's brain as a component for the Speak with Dead ritual to talk to the dragon's spirit, or any with any ritual that seeks to gather knowledge relating to an issue the dragon knew of or participated in.

Use in Rituals: You can use an appropriate dragon's brain as part of any divination ritual that touches on an event or situation that the dragon was part of or had special knowledge about. When you do so, you gain a +5 bonus to any skill checks related to

DEVON CADDY-LEE

that ritual. The brain of a wyrmling can provide this benefit for a ritual of level 10 or lower; the brain of a young dragon aids a ritual of level 20 or lower; and the brain of an adult or older dragon can enhance a ritual of level 30 or lower.

Eye

Dragons are renowned for their sharp vision and incisive perception, tools that prove useful in rituals relating to a particular dragon's lair, its territory, or a location the dragon has visited.

Use in Rituals: You can use an appropriate dragon's eye as part of any exploration ritual that is performed to learn information about that dragon's lair, its territory, or some other site the dragon is specifically familiar with. You gain a +5 bonus to skill checks made as part of the ritual. The eye of a wyrmling can provide this benefit for a ritual of level 10 or lower; the eye of a young dragon aids a ritual of level 20 or lower; and the eye of an adult or older dragon can enhance a ritual of level 30 or lower.

Heart

A dragon's heart is the seat of its soul, the organic component to the dragon's destiny. In rare cases, the heart of a specific dragon has a resonant power that can be tapped in service toward the completion of a quest.

For instance, prophecy has it that the heart of Urishtar of Nightwyrm Fortress (an elder shadow dragon) will grant travelers using the Linked Portal or Planar Portal ritual an advantage if they are attempting to connect to the Shadowfell's ancient core, Death's Reach.

Use in Rituals: By using an appropriate dragon's heart as part of a ritual associated with that dragon's destiny or as part of an epic quest, you might choose to treat the d20 result of all skill checks related to that ritual as 10. The heart of a young dragon can provide this benefit for a ritual of level 10 or lower; the heart of an adult dragon aids a ritual of level 20 or lower; and the heart of an elder or older dragon can be used in a ritual of level 30 or lower.

Behind the Scenes: Organs as Treasure

Dragon blood, bones, or other remains could have a defined market value or general effect on rituals, but such rules are best used with great care. Considering a dragon as a set of component dragon parts could turn every encounter finale into a bizarre monster-butchering exercise "just in case" the parts in question have some value.

Unless you decide otherwise, the remains of the vast majority of dragons have no particular ability to enhance the potency of rituals, and thus the noted components have no value.

Famous Dragons

Some sages collect names of stars, spirits, deities, or exarchs, in hopes that the possession of such lists might make them wise or even grant them mastery over the workings of the world. In the same way, masters of arcane arts might assemble lists of dragons past and present. Within these lists, such masters seek keys of power in hidden congruencies and subtle threads.

No compilation has so far bequeathed anyone with such power, but lists continue to grow. Here follows a list of famous dragons from various worlds of the D&D game—a list by no means comprehensive. It is a mere sampling of the reams of known dragon names.

Dragonlance® Setting

The world of the Dragonlance setting may contain more dragons than any other.

Albino

This smallish dragon had the body shape and acidic breath of a black dragon, but his scales were white like snow. Albino was mistreated both by his fellow hatchlings and his own mother, the Snake of Blackness, for his small size and oddly hued scales. Albino got his revenge one day by walling off an underwaater lair entrance while the Snake of Blackness was outside with bricks he etched with his acid. Fleeing from Malystryx (see below), the Snake of Blackness descended beneath the surface to the lair entrance, only to find it blocked. Too short on air to return to the surface, she drowned. Albino appears in the story "The Albino" in the collection *Search for Power*.

Ember

This fierce red dragon was the mount and protector of Verminaard of Nidus. Verminaard was in charge of Pax Tharkas's mines, supplying ore for weapons and armor to the Dragonarmies. Ember is referenced in the *War of the Lance* sourcebook.

Khisanth

A massive, sinuous black dragon, Khisanth guarded a fabulous treasure called the Disks of Mishakal in the ruined city of Xak Tasroth. In her underground lair in the sunken, ruined city, Khisanth gathered many other treasures to her besides the Disks, including a spellbook of Fistandantilus. Khisanth appears in DL1: *Dragons of Despair*.

Malystryx

When the Age of Mortals began, Malystryx was the first of the great Dragons to come to Ansalon from across the sea. Unbelievably massive, this fantastic

monster measured more than four hundred feet from snout to tail, with her wingspan reaching almost five hundred feet. Her deep red scales were each as large as a shield and as hard as steel. Her rule was finally ended by the hero Mina who slew the mighty dragon overlord. Malystyx appears in the novel *Age of Mortals*.

D&D (Greyhawk) Dragons

The oldest D&D campaign setting boasts many famous dragons.

Aulicus

In forgotten barrows in a lonely swamp lurks a vampiric lizardfolk whose grasp on power is aided and abetted by the black dragon Aulicus. This black dragon appears in the adventure I2: *Tomb of the Lizard King*.

Brazzemal the Bright

Brazzemal has unusually light scales for a red dragon, and a particularly bright flaming breath. The dragon is given to long periods of sleepy torpor. But these habits do not make it too vulnerable, thanks to the location of its lair in a deep cavern under the volcanic ground in the Hellfurnaces. Above his chamber, fire giants lair. This red dragon appears in the adventure G3: *Hall of the Fire Giant King*.

Calcryx

Calcryx was the white dragon wyrmling mascot of a kobold tribe that lived in the ruins of a fallen fortress known as the Sunless Citadel. The white dragon was stolen by enemy goblins, and its fate afterward was never fully established. Calcryx appears in the adventure *Sunless Citadel*.

Farcluun

Near the Tower of the crazed mage Zagig is the cavernous lair of the ancient red dragon Farcluun, who knew full well of Zagig's unstable state, and took what advantage it could. Farcluun appears in WGR1: *Greyhawk Ruins*.

Nightscale

This young black dragon lairs beneath the fallen dwarfhold of Khundrukar in a sunken cavern called the Black Lake. The dwarves are long gone, but various goblin and orc bands now inhabit the tunnels, but view visit Nightscale, because the black dragon is always hungry. Nightscale appears in the adventure *Forge of Fury*.

Forgotten Realms Dragons

The dragons of Faerûn are legion. All the dragons described below appeared in Dragon® *Magazine*'s *Wyrms of the North* feature.

Daurgothoth, "The Creeping Doom"

This male black dragon has embraced undeath, and hunts the world as a dracolich. This great dragon lairs not too far from Waterdeep, and through bribes and threat of death, "employs" several agents to purchase or steal interesting items in the City of Splendors to continue building his hoard.

Hoondarrh, "The Red Rage of Mintarn"

This male ancient red dragon keeps several lairs. His main one on the isle of Skadaurak is a vast complex of subterranean rooms with easy access for a flying dragon. The dragon has a deal with the folk of Mintarn; in return for a yearly tribute, Hoondarrh won't lay waste to Mintarn, and sometimes he even protects it.

Mornauguth, "The Moor Dragon"

This female adult green dragon lairs in the Misty Forest in an area of steep-sided, breakneck wooded ravines. Rumor has it that Mornauguth is a human transformed, trapped in green dragon shape by a curse. Formerly a priestess of Shar, her reckless ambitions caught up with her.

Olothontor, "The Minstrel Wyrm"

This elder blue dragon lairs not far from Waterdeep. Olothontor loves music above all else. He is rumored to grant extravagant gifts to minstrels whose songs please him. Intruders who stumble into his lair and then play or sing won't be attacked, so long as they furnish good music and plenty of it.

Voaraghamanthar, "The Black Death"

This elder black dragon has learned something of sorcery. It lairs in the Mere of Dead Men, a saltwater swamp. Rumored to have the ability to be in two places at one time, in truth Voaraghamanthar and its clutch sibling, Waervaerendor, fool the incredulous by posing as each other as need demands. No one suspects the flitting black ghost of claws and jaws that strikes out of nowhere, that lives in black swamp waters that hide the bodies of victims soon to be dined upon, is really a team of two.

CHAPTER 3

Dragon Lairs

LARS GRANT-WEST

THE VAMPIRE lord might dwell in his dark and gothic castle, the hag in her ramshackle hut in the swamp, or the kobold tribe in their underground warren. But although each of these locations lends itself to tales of high adventure, none is so central to its master's fundamental nature as the dragon's lair.

The lair is nearly as vital a recurring theme in myth and fantasy as the dragon's hoard or even dragons themselves. Whether it is a simple cave atop the peak of a misty mountain or a monster-filled, death trap-strewn complex that the characters must conquer to rescue a kidnapped princess, a dragon's lair is the epitome of adventure sites.

At its simplest, a dragon's lair is someplace for the great beast to rest and—more important—store its hoard. (It's difficult for even the most powerful creature to accumulate great wealth if he has nowhere to put it.) One could argue, in fact, that the hoard is what makes the dragon's lair necessary—and such an enticing setting for adventure. Player characters have plenty of places to go in the hope of finding worthy challenges and treasures great enough to make the effort worthwhile, but a dragon's lair is one of the few locations where they know they can find both.

In practice, however, a dragon's lair is more than a simple storehouse. Even the dullest wyrm is a cunning beast, and all but the youngest have had decades, if not centuries, to make their homes just so. A true dragon's lair, then, isn't just a place at all. It's an element of the challenge posed by the dragon, a first—and sometimes second, third, and fourth—line of defense against intruders. It might only delay thieves until the dragon can deal with them; it might offer the dragon tactical advantages in battle; it might even be able to take the lives of foolish adventurers in its own right, without its master lifting a claw. But however it is built, wherever it stands, and whatever form it takes, braving a dragon's lair should make for an adventure as memorable as fighting the dragon.

Environment defines a dragon's home. Every lair balances utility and security.

Traditional lairs deep in untamed wilds are barely accessible to other creatures. Chromatic dragons, especially, are known for choosing lairs that complement their *breath weapon*s. They do so not out of mere instinct but to meet the requirements of defense and comfort. The dragon must first and foremost find its own lair a livable home.

Rather than construct their own lairs, chromatic dragons prefer to dwell within natural formations or seize structures that were built for another purpose. Thus, one might find a red dragon in a dwarven mine and a white in a northern keep.

Security or Ease of Access

One of a dragon's greatest advantages over intruders is its ability to fly. A wise dragon places its lair somewhere that is difficult to access by land or equips it with hazards that are difficult to bypass without taking to the air. The time required for an intruder to climb a mountain, cross a swamp, or navigate a dungeon is time that the dragon can spend preparing defenses, setting ambushes, or organizing minions. Even something as simple as undergrowth or broken stone floors provides a tactical advantage for an airborne dragon.

That's why most lairs are so isolated. The distance is a minimal impediment to the dragon, but it severely lowers the odds of others discovering the lair—let alone having the strength and fortitude to reach it.

The flip side of this particular coin, and the dragon's greatest liability when it comes to security, is size. Any ingress large enough for the dragon is large enough to admit potential intruders, and tiny openings that the dragon cannot use (and might overlook) are ideal for a thief or a dragonslayer.

Access is one of the most difficult aspects of lair construction. A wise dragon wants at least two means of entrance or escape, but each additional entrance requires effort devoted to watching and protecting it, and besides, no dragon can be certain that it has found every tiny aperture. Thus, terrain and traps come into play. If the main passages and inner sanctum are well guarded, even those who manage to sneak in undetected won't have free rein. In fact, some dragons deliberately leave one or two obvious entrances open so that they'll know the direction from which intruders will come, and they plan traps and defensive strategies accordingly.

Vantage or Concealment

The *Monster Manual* states, "Though red dragons prefer to lair deep underground, they often have high perches aboveground where they survey their territory, watching for intruders." Although the mighty reds are particularly well known for this behavior, all chromatic dragons consider such a vantage point to be worthwhile. These territorial and even paranoid creatures seek every ounce of forewarning they can acquire.

On the other hand, a vantage point also makes a dragon more easily spotted. Wise dragonslayers search for such locations to set up ambushes or simply avoid the obvious sight lines.

Some dragons, such as reds, are so sure of their abilities that they consider the advantages of vantage points to be worth the risks. Others, such as purples or blacks, prefer to err on the side of stealth and rarely bother with vantage points. The majority of chromatic dragons seek a middle ground. Some establish vantage points that are less obvious but also less effective. Blue dragons, for instance, watch from cloud-choked mountaintops, occasionally dropping out of the cover for a quick look around before vanishing into the haze once more. Similarly, brown dragons watch from high sand dunes while burrowed beneath the surface, observing their territory from a makeshift bunker.

Other dragons establish multiple vantage points so that a foe never knows from which direction it is being watched. Greens are particularly well known for this tactic, establishing numerous perches on forest hills and even atop the largest trees, where leaves and branches conceal their presence.

Urban Lairs

A few dragons are too gregarious or politically ambitious to dwell far from civilization. They prefer to live in the hearts of humanoid communities, where power and authority are easy to come by.

Chromatic dragons that dwell in urban rather than wilderness environments do so openly, making (or forcing) a place for themselves in the community. Most of these dragons attempt to set themselves up as tyrants, but others coexist more peacefully as royal advisors, religious leaders, the heads of powerful organizations or guilds, or even community protectors. Even if the residents would rather see the dragon leave, any overt attack on the creature would prove damaging to the community as well, thus forcing the citizens to aid in the dragon's defense. For these reasons, when a chromatic dragon chooses to dwell

in a humanoid community, it prefers larger cities to smaller villages.

An urban dragon looks for different traits in a lair than does one that dwells in the wilderness. In an urban environment, a dragon cannot depend on secrecy for safety. The citizens might not know exactly where its lair is located, but it's a safe bet that they have some idea—at least as to the location of the entrance, if not the lair itself. Further, unless the location is underground or part of a truly enormous building, such as the wing of a great palace, any structure large enough to serve as a lair probably will stand out. A fortress at the city's highest point, a stone-walled complex hidden in the sewers (but far cleaner, of course), or a cave in the midst of the community's sacred grove are all valid options. If a dragon can't have secrecy, it tries for impregnability.

A dragon dwelling among humanoids either controls the government or has spies and allies within the community's power structure. In either case, such dragons lair near their allies for ease of communication and so that help, if required, is nearby.

Evil chromatic dragons use the citizens around them as shields. By making a lair in a heavily populated part of town, the dragon ensures that adventurers must be careful with area powers. The dragon might even bargain its way out of an untenable situation by threatening the lives of the people around its lair.

Planar Lairs

Some dragons make their homes in the Elemental Chaos, but these realms are so dangerous, strange, and unpredictable that most nonplanar dragons avoid them. A few make their lairs on floating islands in the Astral Sea, but they are so rare that few conclusions can be drawn. Most planar lairs exist in the Feywild or the Shadowfell. Although these chromatics sometimes come into conflict with planar wyrms, such struggles are less common than attacks by metallic dragon rivals or adventurers in the natural world.

Dragon lairs in the Feywild resemble wilderness lairs from the natural world, but exaggerated. The cave entrance isn't just on a mountain peak, but at the pinnacle of thousands of feet of a sheer, crumbling cliff of shale. The lair isn't surrounded by a dozen miles of dense forest, but by hundreds of miles of overgrowth as thick as hedgerows. A few Feywild-dwelling chromatic dragons serve or cooperate with various faerie courts, but the majority treat the fey the same way chromatics in the natural world treat humans—as prey.

All known chromatic dragon varieties can be found in the Feywild, though blues, blacks, greens, and grays are most common.

The aesthetic tastes of dragons that dwell in the Shadowfell seem as subtly twisted as the rest of that macabre world. Even more so than in the natural world, they take advantage of what they can find rather than building homes of their own. Such dragons favor gloomy lairs, letting them lapse into complete darkness. Even the most orderly tolerate oddly twisted passages, and lairs have chambers that the dragon rarely uses. Adventurers tell of lairs in the Shadowfell where other monsters or undead moved in and made their homes without the dragon even being aware of them.

Purple dragons are among those most commonly found in the Shadowfell, sometimes dwelling on the surface of that world rather than underground. Intelligent undead dragons prefer the Shadowfell as well. Other chromatic varieties are encountered there only occasionally.

Lairs in the Elemental Chaos are frequently made up of pure elemental forms. Reds dwell in castles of semisolid flame; whites in caves of purest ice; browns in manors of sand that reshape themselves with the wind; and blues in the heart of endless storms, on solid clouds linked by bridges of corporeal lightning. The nature of these lairs makes it impossible for any but the most powerful of adventurers to draw near.

Dragons that have elemental resistance are the ones most commonly found in the Elemental Chaos. Those that have only nonelemental resistances, such as the green dragon's resistance to poison, never make their lairs here for fear that the realm might kill them.

Nine Lairs

This chapter includes three sample lairs for each tier of play, from a party's introductory experience with dragon hunting in the heroic tier to the experienced dragon hunters of paragon levels to the home to the greatest of the great dragons in their epic lairs, where the ghosts of dead would-be dragonslayers scream in frustrated silence within their borders.

Optional Encounters

In addition to the two tactical encounters presented for each lair, optional encounters are suggested in some locations for Dungeon Masters who wish to expand the lair into a longer adventure. Use some, all, or none of these, as you prefer.

The Ruins of Castle Korvald

A lair for five 5th-level adventurers

On the highland hills overlooking the town of Yevn Raeach, the winds blow cold, sweeping down from the frigid mountains barely visible to the north. The snows rarely fall, but the gusts carry the bite of winter, and the silence is broken by the occasional pelting of sleet.

Here perches what was once Yevn Raeach's greatest defense. Abandoned for centuries, it has a new inhabitant now: Khekolak, a young white dragon looking to make his place in the world—even if that place already belongs to the people of Yevn Raeach.

History

For generations, Yevn Raeach was beset by orcs of the Frozen Skull tribe. The town's greatest defense against the orcs was Castle Korvald, named for the knight-errant who provided the funds to build it.

Twenty years after the fortress was constructed, a raid larger than any before struck Yevn Raeach, forcing the entire town to retreat behind the walls of Korvald. And there, for many months, they battled the tide of orcs.

When all was done, the castle lay in ruins, the greatest warriors of Yevn Raeach slain—but not in vain. The Frozen Skull tribe, its back finally broken, vanished into the mountains and never returned. Unable to afford repairs to the castle, the townsfolk let the ruins stand, a testament to their victory. In all the decades since, the town has remained largely unthreatened.

No longer. Having only recently departed his mother's lair, Khekolak has decided that the ruins of Castle Korvald make an excellent home—and that the livestock (and townsfolk) make excellent meals.

Over the generations, the people of Yevn Raeach have become farmers and lumberjacks, ill equipped to take on even a young dragon. Yevn Raeach needs heroes eager to prove themselves.

Environment

Castle Korvald sits in a range of hills atop one particularly steep-sided rise. The following traits hold true for the castle and its surroundings, except where indicated otherwise.

- Climbing the hillside requires only a DC 10 Athletics check because it is rough and provides natural handholds.
- The ruins' cracked walls are an easy climb, but the stones frequently shift and crumble. Climbing requires only a DC 10 Athletics check, but a character falls if she fails by 3 or more, rather than the standard 5.

Various portions of Castle Korvald stand at different heights. These are marked on the map, but in brief:

- The floors of the castle and towers, as well as the surrounding hilltop, are at a baseline of 0 feet.
- The ground around the hill is at -30 feet.
- The bridge (area 1) and the walkway between area 2 and area 3 are at 5 feet.
- The tops of the castle walls and what remains of the central keep (area 12) are at 20 feet.
- The tops of the tower walls are at 40 feet.

Approaching the Castle

When the PCs approach the castle, read:

The castle ruins sit atop a steep hill, a broken crown on the head of an aging monarch. Many of the walls have crumbled, and several of the towers have all but collapsed, yet the place still has a heavy sense of weight, stability, and power.

A single bridge of stone, extending from a nearby hillside, is the obvious means of access.

Area 1: The Arch of Stone

Built with defense in mind, Castle Korvald has only a single entrance—or at least, such was the case when it was intact.

When the PCs approach the bridge, read:

Held aloft by a series of stone pylons, the bridge is 20 feet in width. Despite its age and the ruined condition of the castle, the bridge appears stable enough.

Area 2: Tower of Entry

A heavy wooden door once stood in the western archway, but the hinges have long since rotted away, leaving two sides of the tower wide open.

When the PCs enter the tower, read:

The tower stands open, both to the bridge and to a stone walkway that leads to a second tower and the castle proper. The interior of the tower is open down to the floor.

Perception Check
DC 16: *At various heights on the wall are the remains of wooden planks. Apparently, this tower was once divided into two or three levels. No more.*

About 25 feet up the walls, a series of secret panels hide niches that contain a quartet of homunculi. The PCs can find the panels only by climbing the walls to that height and making a DC 26 Perception check.

Unless discovered, the homunculi do not activate until the PCs approach the portcullis that guards area 3.

Area 3: The Gates of Korvald (Level 5)

Unlike those in area 2, the old defenses of this tower are still functional.

If the PCs approach from area 2, read:

The archway leading into this second tower is blocked by a rusted portcullis.

If the PCs approach from within the courtyard or atop the wall, read:

The door gradually opens with a screech of rusted hinges and a puff of dust.

Perception Check
DC 12: In addition to describing missing upper floors (as in area 2), read: *Roughly 30 feet up on the northern wall stands a pair of doors. From what you saw on your approach, they lead out to the top of the castle wall.*

The tactical encounter begins as soon as the PCs approach the portcullis or open one of the other doors.

On the inside south wall, just east of the portcullis, a wheel of levers protrudes from the stone. This device raises or lowers the portcullis and requires a single standard action to operate.

Tactical Encounter: "The Gatekeepers," page 98.

Secret Door: A secret trapdoor in the floor (found with a DC 21 Perception check) leads to a narrow underground passage that connects areas 3, 10, and 11 to the open pit in area 12. (The passages are not shown on the map.)

Area 4: The Forge

Built for heavy use, the forge is one of the few secondary structures to survive the years.

When the PCs approach the forge, read:

A thin metal roof is anchored to the outer wall on one end and held aloft by a pair of heavy wooden pillars on the other. A thin chimney rises from a furnace beneath and protrudes through the ceiling.

The forge isn't really a building, but simply a furnace, anvil, and workbench beneath the aforementioned roof.

Treasure: The ore, tools, and weapons have been removed. A DC 20 Perception check reveals a small niche dug into the floor, barely visible beneath the anvil. Within is a longsword wrapped in oilcloth. The sword is Serpent's Tooth, a *+1 vicious longsword*.

Area 5: Cells

An old wooden door stands in the middle of the stone wall. Inside are cells, among the few interior rooms to have survived more or less intact. The cells are not open to the sky.

If the PCs open the door, read:

A short passageway features four more doors, two on each side. Unlike the outer door, these are reinforced with iron and heavily barred; apparently, they were meant to keep people in, not out.

Originally, these cells were family living quarters. When the defenders needed additional room for prisoners, they tore down the interior walls and added heavier doors.

Within are piles of withered orc bodies—apparently, abandoned prisoners.

Area 6: Splinters and Stones

This room was once the bedchamber of the castle's steward and his family. This area is not open to the sky.

When the PCs enter or look into the room, read:

Bits of rotted cloth and chunks of wood that once were furniture suggest that this half-collapsed chamber might have been a bedroom of sorts.

Area 7: Broken Tower

This is the most run down of the castle's towers. It lacks the homunculi and is in far worse shape, but it is functionally similar to the tower in area 3.

Passages once leading to the top of the castle walls to the north and an underground passage connecting the tower to area 12 are filled in with collapsed rubble.

Area 8: Storeroom

Formerly one of the castle's major storerooms, this chamber is now completely exposed. This area is not open to the sky; the PCs can walk directly over it atop the castle walls.

When the PCs enter or look into the room, read:

Fallen shelves, broken tables, and a smattering of moldy barrels suggest that this was once a supply room of some sort. It's hard to imagine that anything worthwhile has survived the long exposure to the elements.

Area 9: Midden Pit

This hole is where the castle inhabitants dumped their refuse; the dragon now uses it for the same purpose.

When the PCs draw near, read:

This great hole in the ground is surrounded by a stone ledge, perhaps 2 feet in height. Even from yards away, you can smell the hideous tang of old garbage and rotting meat.

The hole narrows to only a few feet in width, curves throughout the hillside, and opens up about 10 feet off the ground on the northwest side of the hill.

If a PC enters the pit, roll an attack, +5 vs. Fortitude. If the attack succeeds, nausea imposes a –2 penalty to the character's attack rolls and checks (save ends).

Optional: Bugs!

Level 4 Encounter (XP 950)

- 2 carrion crawlers (level 7 controller)
- 1 rat scarab swarm (level 8 soldier)

If the PCs poke around inside the hole, they disturb the pit's inhabitants.

Area 10: Spire of Ice (Level 5)

Here, in the northeast tower, the dragon makes his home.

As the PCs approach the tower, read:

From outside, this tower appears very much like the others. It is run down, crumbling in a few spots and open to the air in others, but still structurally sound overall.

In most respects (except for the encounter and the lack of a door into the courtyard), this tower is identical to the one in area 3.

As soon as a PC enters the tower, the tactical encounter triggers.

Tactical Encounter: "Tower of Murderous Ice," page 100.

Khekolak is not alone when the PCs confront him. In addition to the iron defender that serves as his constant guardian while he is home, the dragon is currently playing host to Vruhk, an emissary from the Frozen Skull tribe of orcs. Though still not strong enough to take on the town again, the orcs have been in contact with the new lord of Castle Korvald, hoping to negotiate permission to hunt in his territory.

Secret Door: A secret trapdoor in the floor leads to a narrow underground passage that connects areas 3, 10, and 11 to the open pit in area 12. (The passages are not shown on the map.) See the "Tower of Murderous Ice" encounter for details.

Treasure: Khekolak keeps his treasure directly beneath the trapdoor. The hoard includes roughly 500 gp in various coinage; a chipped ruby with broken bits of silver twisted around it (probably wrenched from a larger piece of jewelry), worth 100 gp; an ivory-and-mahogany model of a galleon inside a small crystal bottle, worth 250 gp; and an old pair of *wavestrider boots* pulled off the body of a would-be dragonslayer. In addition, Khekolak keeps a *potion of healing* on him at all times; if he doesn't use it during the battle, the PCs can acquire it from him. (This, plus the sword in the forge, accounts for half the magic items, half the gold, and one-third of the potions that PCs can expect to find as they advance through 3rd level.)

Area 11: Empty Tower

This tower has no inhabitants and no door leading out into the courtyard, but otherwise it is functionally similar to the tower in area 3.

Area 12: The Crumbling Keep

The central keep was formerly the beating heart of Castle Korvald—its military center and last line of defense. Now it's even more of a ruin than the rest of the castle.

As the PCs approach the keep, read:

A few dilapidated walls and piles of rubble are all that remain of a once-mighty building. Given the thickness of the walls and the arrow slits fitted carefully between the stones, you might assume that this used to be the central keep.

At the ruin's northern end, a rough hole almost 10 feet in diameter extends down into darkness.

The hole descends 15 feet to the intersection of four underground passages. Three lead to areas 3, 10, and 11. A fourth leads toward area 7, but it ends about a third of the way to that tower, filled in with rubble and collapsed earth.

Optional: There's Always Room for . . .

Level 3 Encounter (XP 800)

- 2 gelatinous cubes (level 5 elite brute)

Khekolak herded two gelatinous cubes up from the depths of the midden pit and deposited them here. They know enough to stay out of his way, but they attack anything else in the tunnels.

Area 13: Ramping Up

These ramps provide access to the tops of the walls. The ramps qualify as difficult terrain to those moving up, but not to those moving down. Rough and broken, the tops of the walls are difficult terrain.

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The Ruins of Castle Korvald
One square = 5 ft.
N
1
2
3
4
5
6
7
8
9
10
11
12
13
0 ft.
5 ft.
30 ft.
40 ft.
20 ft.

The Gatekeepers

Encounter Level 5 (1,000 XP)

Setup

2 arbalesters (A)
2 iron defenders (D)
2 stone harriers (H)

Khekolak discovered the lingering secrets of Castle Korvald, including the hidden command words for the fortress's animated guardians.

If the PCs approach the castle by means of the bridge, they inevitably pass between towers 2 and 3, only to find their way blocked by the rusty portcullis. Provide the read-aloud text, then place two arbalesters as shown on the map. Four other creatures are in area 2, but it is highly unlikely that the PCs detect them until they attack, as detailed in the room description. If the PCs do not notice the arbalesters before they attack (see Perception Check, below), they are surprised.

After the players roll initiative, they likely focus their attention on the arbalesters behind the portcullis. Only then do the iron defenders and stone harriers appear from behind.

Perception Check
DC 16: *Several creatures move about in the shadows behind the portcullis. Clearly, the chamber beyond is not uninhabited.*

When one or more PCs approach the portcullis, read:
From the shadows beyond the iron bars, a pair of peculiar devices clatters into view. Wooden tripods with metal-shod feed skitter forward like insects. Atop each device, an enormous crossbow swivels about until the rusty quarrels aim squarely at you.

When the other homunculi enter combat, read:
As bolts whistle through the air, launched from beyond the portcullis, a quartet of dark figures drops from the shadowy heights of the tower behind you. Two appear to be horrible hunting hounds of wrought iron, and the others are spike-bedecked humanoids of stone, roughly the size of halflings. With a stiff, halting gait, like marionettes in the hands of a poor puppeteer, they advance on you.

2 Arbalesters (A) **Level 4 Artillery**
Medium natural animate (construct, homunculus) XP 175 each

Initiative +6 **Senses** Perception +8; darkvision
HP 43; **Bloodied** 21
AC 17; **Fortitude** 16, **Reflex** 18, **Will** 15
Immune disease, poison
Speed 6

⊕ **Slam** (standard; at-will)
+11 vs. AC; 1d4 + 2 damage.

⊕ **Bolt** (standard; at-will)
Ranged 20/40; +11 vs. AC; 1d8 + 4 damage.

Double Shot (standard; recharge ⚅ ⚄ ⚃); see also *guard area*)
The arbalester makes a bolt attack against two different targets within 5 squares of each other.

Guard Area
At the start of the arbalester's turn, if an enemy is in its guarded area, the arbalester recharges its *double shot* power. The homunculus has been commanded to guard the area (4 squares on a side) directly in front of the portcullis.

Alignment Unaligned **Languages** –
Str 15 (+4) **Dex** 18 (+6) **Wis** 12 (+3)
Con 13 (+3) **Int** 5 (-1) **Cha** 8 (-1)

2 Iron Defenders (D) **Level 3 Soldier**
Medium natural animate (construct, homunculus) XP 150 each

Initiative +5 **Senses** Perception +6; darkvision
HP 47; **Bloodied** 23
AC 18; **Fortitude** 16, **Reflex** 15, **Will** 13
Immune disease, poison
Speed 6

⊕ **Bite** (standard; at-will)
+8 vs. AC; 1d8 + 3 damage.

Guard Creature (immediate reaction, when an adjacent enemy attacks the stone harrier it is commanded to defend; at-will)
The iron defender makes a bite attack against the enemy. Each iron defender is commanded to defend one of the stone harriers.

Pursue and Attack
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.

Alignment Unaligned **Languages** –
Str 16 (+4) **Dex** 15 (+3) **Wis** 11 (+1)
Con 15 (+3) **Int** 5 (-2) **Cha** 8 (+0)

2 Stone Harriers (H) **Level 4 Controller**
Small natural animate (construct, homunculus) XP 175 each

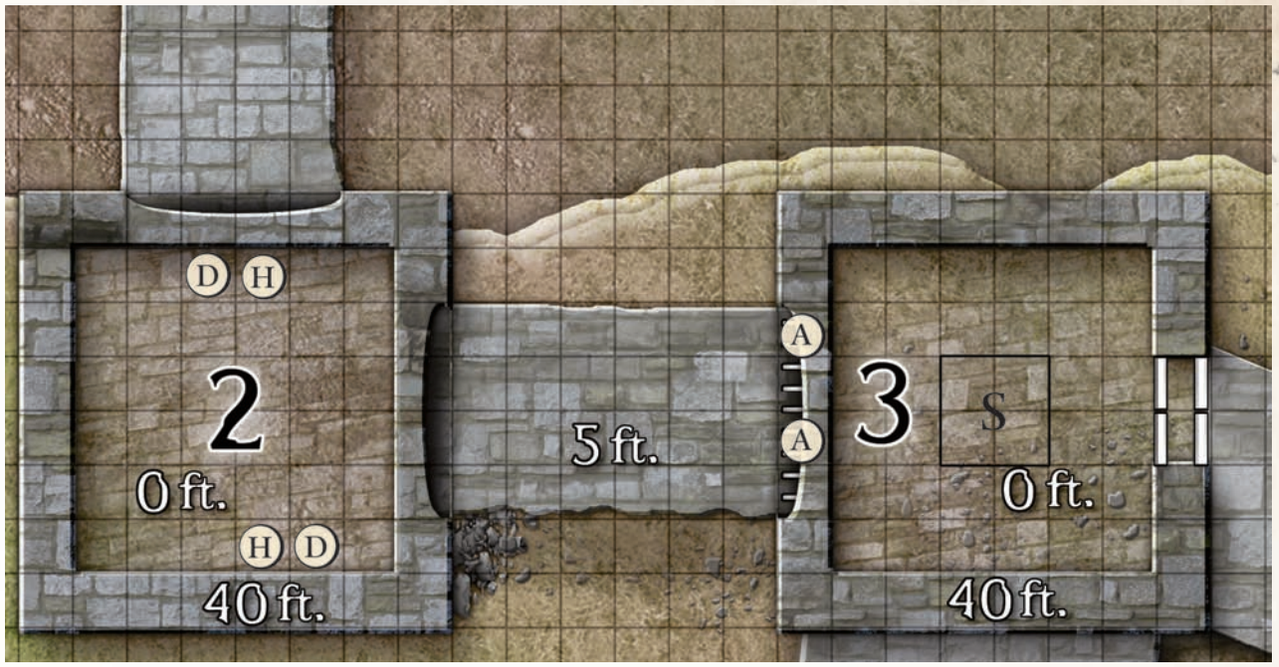
Initiative +4 **Senses** Perception +7; darkvision
HP 46; **Bloodied** 23
AC 18; **Fortitude** 17, **Reflex** 16, **Will** 14
Immune disease, poison
Speed 6, burrow 4

⊕ **Stab** (standard; at-will)
+8 vs. AC; 1d6 + 3 damage, and the target is slowed (save ends); see also *guard object*.

Harrying Stone (standard; at-will)
Area burst 1 within 5 squares; affects only creatures in contact with the ground; +7 vs. Reflex; the target is immobilized (save ends).

Guard Object
The stone harrier deals 1d6 extra damage against targets adjacent to or carrying its guarded object. These stone harriers are commanded to guard the portcullis (technically, one specific bar of the portcullis, due to weight restrictions).

Alignment Unaligned **Languages** –
Str 16 (+5) **Dex** 15 (+4) **Wis** 11 (+2)
Con 16 (+5) **Int** 5 (-1) **Cha** 8 (+1)



Tactics

Although the homunculi are not particularly intelligent, Khekolak has bequeathed them a competent battle strategy.

Round 1: The arbalesters launch bolts as soon as any of the PCs approach the portcullis. If the iron defenders or stone harriers roll higher initiative than the arbalesters, they delay until after the arbalesters have fired. At that point, they drop from their concealed alcoves in area 2 and move to attack the party.

The iron defenders remain close enough to the stone harriers to take advantage of their *guard creature* ability. The harriers make every effort to immobilize the PCs, leaving them vulnerable to the arbalesters.

Round 2+: The arbalesters act as in round 1, while the defenders and harriers focus their attacks on any PCs who make a concentrated effort to open or bypass the portcullis. The fall from the raised pathway to the hilltop is negligible, but if any PC draws near the edge of the hill, the homunculi attempt to bull rush him over the edge.

Behind Enemy Lines

If the PCs enter Castle Korvald by climbing the hillside, they might approach this encounter from inside the castle rather than from the bridge. If this occurs, one arbalester spends the first round attempting to hold off the PCs while the other uses a foot to turn the crank on the portcullis, opening it and allowing the defenders and harriers to enter. From this point, they engage the PCs as best as they can without the advantage of the portcullis.

Similarly, if the PCs discover the hidden homunculi in area 2 before they approach the portcullis, the defenders and harriers leap down and attack. Meanwhile, the arbalesters take shots as targets make themselves visible.

Features of the Area

Illumination: This encounter takes place on the open stone walkway, so the illumination corresponds to the time of day.

Cliff: Anyone who falls (or is pushed) off the edge of the hill falls 30 feet and takes normal falling damage.

Doorways: In addition to the doors marked on the map, which lead to the top of the wall (see area 13), the tower in area 3 also has a large door at ground level that leads into the courtyard. All the doors here are brittle and weak; though they are barred, they are treated as standard wooden doors (DC 16 to break through).

Portcullis: The bars of the portcullis are not close enough together to provide cover against ranged attacks, but they prevent melee combatants from reaching the arbalesters. Although made of iron, the portcullis and its gears have been weakened through years of neglect. It requires only a DC 18 Strength check to lift.

Precarious Walkways: The open tops of the towers are wide enough to walk on and even fight from, but they are old and crumbling. They are considered difficult terrain. Maneuvering atop these walls requires a DC 11 Acrobatics check.

Secret Door: A secret trapdoor in the floor (found with a DC 21 Perception check) leads to a narrow underground passage that connects areas 3, 10, and 11 to the open pit in area 12. (The passages are not shown on the map.)

Conclusion

After the homunculi have been destroyed, the PCs can safely advance farther into the ruins of Castle Korvald.

JASON A. ENGLE

Tower of Murderous Ice

Encounter Level 5 (1,050 XP)

Setup

Khekolak, young white dragon (K)
1 iron defender (D)
1 orc raider (R)

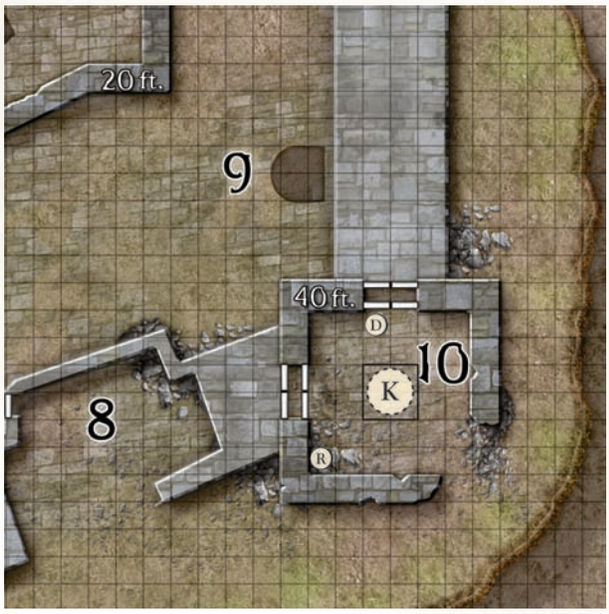
Khekolak lairs in a crumbling tower partly open to the air. He lurks with his iron defender and an emissary of the Frozen Skull orc tribe. Provide the read-aloud text, then place the orc raider and the iron defender as shown on the map. The dragon is present but currently unseen, lurking beneath the hidden trapdoor. Place him on the map only after he appears.

When one or more PCs enter or look into the tower, read:

Feral snarls sound through the chilled air. A fearsome humanoid steps forward, its gray hide covered in coarse hair, its apelike face hidden behind a skull tattoo of deep blue. It clasps an iron greataxe. Behind the creature, a wolf-sized hound sculpted of black iron tenses as though ready to lunge.

When Khekolak bursts from the trapdoor, read:

The floor explodes outward as a horse-sized mass of freezing fury erupts into the tower, carried aloft by rapidly beating white wings.



Khekolak (K)	**Level 3 Solo Brute**
Young white dragon	
Large natural magical beast (dragon)	XP 750

Initiative +1 **Senses** Perception +7; darkvision
HP 200; **Bloodied** 100; see also *bloodied breath*
AC 18; **Fortitude** 20, **Reflex** 16, **Will** 17
Resist 15 cold
Saving Throws +5
Speed 6 (ice walk), fly 6 (hover), overland flight 10
Action Points 2

(+) **Bite** (standard; at-will) ✦ **Cold**
Reach 2; +6 vs. AC; 1d8 + 4 plus 1d6 cold damage (plus 1d6 extra cold damage on a successful opportunity attack).

(+) **Claw** (standard; at-will)
Reach 2; +6 vs. AC; 1d8 + 4 damage.

Dragon's Fury (standard; at-will)
The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Cold**
Close blast 5; +4 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Cold**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +4 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil **Languages** Draconic
Skills Athletics +15

Str 18 (+5)	**Dex** 10 (+1)	**Wis** 12 (+2)
Con 18 (+5)	**Int** 10 (+1)	**Cha** 8 (+0)

Iron Defender (D)	**Level 3 Soldier**
Medium natural animate (construct, homunculus)	XP 150

Initiative +5 **Senses** Perception +6; darkvision
HP 47; **Bloodied** 23
AC 18; **Fortitude** 16, **Reflex** 15, **Will** 13
Immune disease, poison
Speed 6

(+) **Bite** (standard; at-will)
+8 vs. AC; 1d8 + 3 damage.

Guard Creature (immediate reaction, when an adjacent enemy attacks the stone harrier it is commanded to defend; at-will)
The iron defender makes a bite attack against the enemy.

Guard Object
The iron defender is commanded to defend Khekolak.

Pursue and Attack
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.

Alignment Unaligned **Languages** –

Str 16 (+4)	**Dex** 15 (+3)	**Wis** 11 (+1)
Con 15 (+3)	**Int** 5 (-2)	**Cha** 8 (+0)

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Orc Raider (R)	**Level 3 Skirmisher**
Medium natural humanoid	XP 150
Initiative +5	**Senses** Perception +1; low-light vision
HP 46; **Bloodied** 23; see also *warrior's surge*	
AC 17; **Fortitude** 15, **Reflex** 14, **Will** 12	
Speed 6 (8 while charging)	
⊕ **Greataxe** (standard; at-will) ✦ **Weapon**	
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
↷ **Handaxe** (standard; at-will) ✦ **Weapon**	
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also *killer's eye*.	
↓ **Warrior's Surge** (standard, usable only while bloodied; encounter) ✦ **Healing, Weapon**	
The orc raider makes a melee basic attack and regains 11 hit points.	
Killer's Eye	
When making a ranged attack, the orc raider ignores cover and concealment (but not superior cover or total concealment) if the target is within 5 squares of it.	
Alignment Chaotic evil	**Languages** Common, Giant
Skills Endurance +8, Intimidate +5	
Str 17 (+4)	**Dex** 15 (+3) **Wis** 10 (+1)
Con 14 (+3)	**Int** 8 (+0) **Cha** 9 (+0)
Equipment leather armor, greataxe, 4 handaxes	

Tactics

Khekolak is not greatly experienced, but he has spent a long time deciding what he might do in case of attack.

Round 1: The white dragon bursts out of the trapdoor and flies straight up to a height of 20 feet (as high as he can reach in a single move, due to having to squeeze through the trapdoor). From there, he breathes on as much of the party as he can without catching his allies in the blast.

The orc and the homunculus charge into melee, though they attempt to stay at the periphery of the group, leaving room for the dragon to breathe. If at all possible, they focus on a single PC (flanking if space allows), unless doing so causes one of them to be flanked in turn.

Round 2: Khekolak drops to the ground and engages in melee with the PCs. The young white is looking to prove himself; thus, he attacks the toughest-looking martial character, rather than a more tactically sound enemy. The orc and the iron defender continue to fight, though the homunculus tries to move to the dragon's side.

Round 3+: The white dragon remains in melee combat (though he switches to his *breath weapon* in any round when it recharges, and uses *frightful presence* when he can hit the greatest number of enemies) until he is bloodied. On his first turn after being bloodied, Khekolak takes to the air, hoping to lure the party after him and move the fight outside or into the courtyard. When he is out in the open, the dragon attempts to stay near the edge of the party, landing to deliver melee attacks against a lone character, then taking off once more if the others approach. He continues to fight, alternating between these hit-and-run melee attacks and his *breath weapon* (when possible), until reduced to 10 hit points. If that occurs, the dragon attempts to flee, either flying off into the sky or diving into the hidden passage, whichever seems most tactically advantageous.

The orc and the iron defender continue to fight until slain.

Features of the Area

Illumination: This encounter takes place in a ruined tower, so the illumination corresponds to the time of day.

Cliff: Anyone who falls (or is pushed) off the edge of the hill falls 30 feet and takes normal falling damage.

Doorways: The doorways lead to the top of the wall (see area 13). They are brittle and weak; though they are barred, they are treated as standard wooden doors (DC 16 to break through).

Precarious Walkways: The open tops of the towers are wide enough to walk on and even fight from, but they are old and crumbling. They are considered difficult terrain. Maneuvering atop these walls requires a DC 11 Acrobatics check.

Secret Door: A secret trapdoor in the floor leads to a narrow underground passage that connects areas 3, 10, and 11 to the open pit in area 12. (The passages are not shown on the map.) Normally, the DC to detect this secret door is 24, but because Khekolak left it open a crack to peer through, the DC is 22 before the fight. After the dragon emerges, the trapdoor can be found automatically.

Conclusion

Upon the death or defeat of Khekolak, the town of Yevn Raeach is free of his depredations. The PCs can continue exploring the castle ruins, gathering treasures and facing additional foes, but their ultimate objective is complete.

From Below

If the PCs approach the tower from the underground passage, roll a Perception check to determine whether Khekolak hears them coming. (If they make no effort to be stealthy, assume that he needs to make only a DC 10 check.) If the dragon detects their approach, he waits for them on the surface, prepared to ambush them as soon as they emerge from the trapdoor (or to yank the door open and breathe on them if they start messing with his treasure). If Khekolak does not detect their approach, the PCs catch him curled up beneath the trapdoor. He still bursts through, taking the fight up into the tower, but the PCs might be able to launch a round of attacks before he can do so.

CLIFFSIDE LAIR

A lair for five 6th-level adventurers

For decades, the most reliable route through the Threshold Mountains was Durgen's Pass, a high mountain valley defended by dwarf stalwarts and protected by centuries-old fortifications constructed on either side to stanch the flood of kobold raiders and goblinoid bandits. However, the days of prosperity and safety have ended, the vigilant defenders dead or scattered, the walls and keeps torn down, and the route infested with despicable humanoids—for a new master has claimed these heights.

History

The Threshold Mountains have an unsavory reputation as a place haunted by tribes of kobolds, goblins, and worse. Descending from their mountain homes, the humanoids harassed the communities on the lower slopes, carrying off livestock and slaves in their near-constant drive for plunder. The situation changed when Durgen, a dwarf hero, came to the mountains with a company of bold warriors intent on reclaiming a lost dwarven city somewhere in the peaks. The residents welcomed the dwarves and promised to support their efforts if they would deal with the raiders and reopen the pass. After just a few years, the dwarves pushed back the infestation, cleared the route, and established themselves as its protectors in exchange for a modest fee from travelers and the ongoing support of the nearby communities.

The dwarves' success ushered in a period of relative safety and stability for the area, and commerce flowed through the mountains once more. The kobolds and other mountain denizens strove to remove the dwarves, sabotaging their work to maintain the peace, but each time, the creatures' efforts met with failure. Nursing their hatred and filled with rage at the dwarven presence, the kobolds hatched a new plan to return the mountains to their rule.

The kobolds believed that the only way they could defeat the dwarves was to gain the help of something far bigger than themselves. What they needed was a dragon—specifically, a big, powerful, nasty dragon. To this end, a group set out to steal a dragon egg and bring it back to their mountain caves, where they could hatch it and raise the creature to serve their needs. Against all odds, the kobolds managed to pull off this feat. They found an egg in a gray dragon's lair and brought it back to their tribe. However, before they could hatch the egg, its vicious mother, Caustrex, noticed its absence. By following the sour stink of the kobolds, she discovered their community and slaughtered the tribe until only a few remained.

Caustrex might have quit her rampage and returned to her own lair, but she found the mountain caves to her liking. They were defensible, and the remaining kobolds could prove useful servants. She spared the survivors in exchange for their fealty but questioned why they had stolen her egg in the first place. The kobolds revealed their sorry tale. Sensing a threat in the dwarves and having no interest in allowing traffic through her newly claimed mountains, Caustrex flew off to slay the defenders. She made short work of them, and soon after, the pass fell once more into the hands of the kobolds. The raiding has begun anew, this time to do the bidding of the new mistress of the mountains.

Environment

Caustrex's lair sprawls through the cliff walls of a box canyon in the Threshold Mountains. The dragon's lair has the following features throughout except where otherwise indicated.

- The canyon floor is relatively clear, but piles of rubble and scree scattered near the cave mouths as indicated on the map count as difficult terrain.
- The various rock formations outside the cave system and the cliff walls count as rough surfaces. Climbing them requires a DC 20 Athletics check.
- The cave interiors are stone but covered in a thin layer of dirt to provide good footing. However, the complex contains numerous elevation shifts. Climbing to a different elevation requires a DC 10 Athletics check.
- All caves and tunnels are as tall as they are wide.
- All uninhabited tunnels and rooms are dark.
- The place stinks of soot and dung, mixed with the distinctive sour odor of the kobold inhabitants.

Approaching the Lair

When the PCs enter the canyon and approach the cliffs, read:

As you follow the swift river into the canyon, a thundering roar reaches your ears. Beyond two large rock formations, you see a pool of frothing water gathering at the base of a cliff wall, fed by a rushing torrent of water that spills down from a wide cave far above. Shadows cloak much of the walls, almost hiding the numerous pocks and dimples in its face.

The large towers of rock rise up from the canyon floor and cast much of the area into shadow. The rock formations form arches that provide shelter from the caves looking down from above. Kobolds watch from

several caves (areas 6 and 7) for intruders. If they notice the PCs, they move to warn their leaders in area 8. At night, light from cooking fires emanating from the caves grants the PCs a +5 bonus to Perception checks to notice the sentries.

Perception Check
DC 15 +2 per square between the PCs and the sentries: The PC notices a kobold watching from one of the caves.

Area 1: The Falls

The icy water thunders down to collect in a frothing pool. The overflow forms a swift river that flows to the west.

When the PCs approach the pool, read:

The falls tumble down from a cave about 70 feet above the canyon floor to collect in a frothing pool before draining into the river that runs out of the area. Pale fish flit about the pool, and crayfish crawl about its rocky bed. Fish bones and scales litter the shore.

Perception Check
DC 25: Although the shore is rocky, the PCs notice the signs of tracks all around. A DC 15 Nature check reveals that kobolds made the tracks.

Reaching the cave mouth is difficult. Water makes the rocks slippery, and a lack of handholds makes the going slow. Climbing to the cave requires a DC 30 Athletics check.

Even if the characters reach the top, they must contend with the rushing waters. Navigating the water-filled squares requires a DC 20 Acrobatics check. Failing the check by 5 or more indicates that the PC falls and is swept over the edge to the pool 70 feet below, taking 7d10 damage.

When the PCs reach the top, read:

Water rumbles from deeper inside the cave, following a channel cut into the rock. About 25 feet in from the edge of the waterfall, a raised shore stands 10 feet above the rushing water. Beyond, you see that dry ground flanks the waters farther inside the cave.

Climbing out of the water and up onto the shore requires a DC 20 Athletics check.

Area 2: Stepping Stones

Rainwater and snowmelt from the higher peaks seep through the rock and trickle through natural fissures and cracks, joining with other streams until they break through the ceiling here. The waters follow the channel until they fall to the canyon floor beyond.

When the PCs come within 6 squares of this area, read:

Two slimy stones jut out from the rushing waters, offering steps of a sort.

Perception Check
DC 20: The characters notice tracks on the shores. A DC 15 Nature check reveals that kobolds made the tracks.

Characters can leap across the narrowest part of the river by making an Athletics check to jump, or they can cross the waters by moving over the stepping stones. To cross the stones, a character must make a DC 10 Acrobatics check. On a failed check, the character is swept over the falls unless he or she makes a saving throw, in which case the character falls prone at the edge of the waterfall.

Area 3: Midden

The kobolds dump bones, offal, and other detritus in this large cavern. The smell is noticeable at the entrance to the area.

When the PCs reach the end of the passage leading to area 3, read:

The passage ends at a wide cave, the floor giving way to a 40-foot-deep pit filled with rotting carcasses, old bones, mounds of glistening dung, and worse. Crimson mold covers everything.

Area 4: Old Kobold Lair

This area once housed the bulk of the kobold tribe.

When the PCs enter this area, read:

Scattered throughout this large chamber are old sleeping pallets, the remains of cooking fires, and a jumble of broken crockery and debris. The ceiling is black with soot, and the air is heavy with the stink of charcoal. Brown splotches stain the walls, and the floor is littered with twenty bloated corpses, most half chewed by rats.

Heal Check
DC 10: A successful Heal check indicates that the kobolds have been dead for about a week. Most were torn apart by sharp claws or bitten in half. A few bear the scars of extensive acid burns.

Perception Check
DC 10: Cave paintings and graffiti cover the walls. The images tell the history of the kobolds, their failed attempts to oust the dwarves, and their plan to steal a dragon's egg. A character can piece together the story by making a DC 10 Intelligence check.
DC 15: Searching through the room's debris turns up 110 gp and a *potion of healing*.

Area 5: Battlefield

This room was where Caustrex entered the kobolds' lair. A dozen kobold defenders fought, but her *breath weapon* claimed most of them right away.

When the PCs enter this area, read:

Dark blotches cover the floor, walls, and ceiling. Broken spears and broken kobold bodies lay where they fell.

Perception Check
DC 15: The bodies were torn apart, but most also bear terrible acid burns, the flesh having been eaten away by a caustic agent.

Area 6: Sentries

Five kobold slingers watch the canyon from this position. If they spot the PCs or if they are attacked, they run to area 8 to warn the wyrmpriest, and then they move to area 7 to make their stand.

Optional: Kobold Sentries
Level 1 Encounter (XP 500)

- 5 kobold slingers (level 1 artillery)

If the PCs manage to get the jump on the kobolds here, they can prevent the sentries from sounding the alarm.

Area 7: Vigilant Watchers (Level 5)

Eleven kobolds (six skirmishers and five slingers) watch the canyon, positioned in groups at the three cave mouths. The PCs trigger the tactical encounter if they attack the kobolds or if the kobold sentries in area 6 spot them.

Tactical Encounter: "Vigilant Watchers," page 106.

Area 8: Makeshift Camp

When the kobolds are not on alert, this room serves as their camp. If the PCs strike with surprise, numerous kobolds are present, and you can run the optional encounter below. Otherwise, this room is empty because the wyrmpriest and four minions have moved to area 9 to protect the dragon, while an additional four skirmishers and four minions have moved to attack the PCs elsewhere or to reinforce their allies in area 7.

When the PCs enter this area, read:

A cooking fire burns in the center of this chamber, sending up plumes of choking smoke that gather and crawl about the ceiling. The eastern side of the room holds a latrine, and a narrow tunnel heads up to the west.

Optional: Kobold Survivors
Level 3 Encounter (XP 750)

- 1 kobold wyrmpriest (level 3 artillery)
- 4 kobold skirmishers (level 1 skirmisher)
- 8 kobold minions (level 1 minion)

Characters who take the kobolds by surprise might fight the tribe's leaders here.

Alternatively, you could treat this encounter as a negotiation or intimidation skill challenge. If the PCs earn 8 successes, they win the challenge; the wyrmpriest explains the tribe's predicament and vows to stop raiding if the adventurers can defeat the dragon. If the PCs achieve 3 failures, they lose the challenge, and the kobolds attack.

Area 9: Dragon's Grotto (Level 6)

The gray dragon dwells in this large cavern, plotting her next attack and examining her hoard.

Tactical Encounter: "The Dragon's Grotto," page 108.

Treasure: The dragon's hoard consists of 1 pp, 193 gp, 329 sp, 2,410 cp, two garnets (worth 100 gp each), 10 ounces of dwarven perfume (worth 10 gp), 20 casks of dwarven ale (worth 40 gp), and a level 7 magic item.

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Cliffside Lair
One square = 5 ft.
N
+130 ft.
9
+90 ft.
4
+120 ft.
+100 ft.
+110 ft.
2
8
5
+90 ft.
3
+80 ft.
6
+70 ft.
+70 ft.
+65 ft.
1
7
+70 ft.
+80 ft.
+50 ft.
+75 ft.
+60 ft.
+90 ft.
+50 ft.
+70 ft.
+70 ft.
+100 ft.

Vigilant Watchers

Encounter Level 5 (1,100 XP)

Setup

5 kobold slingers (K)
6 kobold skirmishers (S)

Encounter Level 7 (1,600 XP), add:
5 kobold slingers from area 6 (K)

Encounter Level 9 (2,100 XP), add:
4 kobold skirmishers from area 8 (S)
4 kobold minions from area 8 (K)

This tactical encounter assumes that the PCs get the drop on the kobolds in area 7. The kobolds are positioned as shown on the tactical map. Players should place their miniatures as appropriate based on the direction from which they traveled.

If the five kobold slingers in area 6 detect the PCs in the canyon, they spend 4 rounds moving to area 8 to warn the wyrmpriest and then spend 6 rounds moving to area 7 to reinforce the sentries. If these slingers are present for this encounter, place them near the eastern entrance of area 7.

When the PCs enter the chamber, read:
A haze of smoke hangs near the ceiling, slowly leaking out through the cave mouths that look out over the canyon. Clustered into several small groups are short, dog-headed reptilian humanoids. About half of them carry slings and daggers, and the rest heft crude spears. A bonfire burns near the center of the room.

5 or 10 Kobold Slingers (K)	Level 1 Artillery
Small natural humanoid	XP 100 each

Initiative +3 **Senses** Perception +1; darkvision
HP 24; **Bloodied** 12
AC 13; **Fortitude** 12, **Reflex** 14, **Will** 12; see also *trap sense*
Speed 6

Dagger (standard; at-will) ✦ **Weapon**
+5 vs. AC; 1d4 + 3 damage.

Sling (standard; at-will) ✦ **Weapon**
Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also *special shot*.

Special Shot
The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds of special shot, chosen from the types listed below. A *special shot* attack that hits deals normal damage and has an additional effect depending on its type:
Stinkpot: The target takes a -2 penalty to attack rolls (save ends).
Firepot (Fire): The target takes ongoing 2 fire damage (save ends).
Gluepot: The target is immobilized (save ends).

Shifty (minor; at-will)
The kobold shifts 1 square.

Trap Sense
The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic
Skills Acrobatics +8, Stealth +10, Thievery +10

Str 9 (-1)	**Dex** 17 (+3)	**Wis** 12 (+1)
Con 12 (+1)	**Int** 9 (-1)	**Cha** 10 (+0)

Equipment leather armor, dagger, sling with 20 bullets and 3 rounds of special shot (see above)

6 or 10 Kobold Skirmishers (S)	Level 1 Skirmisher
Small natural humanoid	XP 100 each

Initiative +5 **Senses** Perception +0; darkvision
HP 27; **Bloodied** 13
AC 15; **Fortitude** 11, **Reflex** 14, **Will** 13; see also *trap sense*
Speed 6

Spear (standard; at-will) ✦ **Weapon**
+6 vs. AC; 1d8 damage; see also *mob attack*.

Combat Advantage
The kobold skirmisher deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.

Mob Attack
The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)
The kobold shifts 1 square.

Trap Sense
The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic
Skills Acrobatics +7, Stealth +9, Thievery +9

Str 8 (-1)	**Dex** 16 (+3)	**Wis** 10 (+0)
Con 11 (+0)	**Int** 6 (-2)	**Cha** 15 (+2)

Equipment hide armor, spear

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Tactics

The sentries employ common kobold tactics, with the slingers staying back and the skirmishers rushing forward.

Round 1: The kobold slingers use their stinkpot *special shots* to weaken the PCs' attack and move to put as much distance as possible between themselves and the adventurers. The skirmishers rush forward in groups of two or three to attack and then use *shifty* to flank PCs to help their allies. The skirmisher at the westernmost side of the chamber makes Athletics checks to climb up the elevation shifts toward the PCs (see Features of the Area).

If any other kobolds are present, they support the sentries by positioning themselves to flank PCs so that their allies deal extra damage.

Round 2+: The slingers use gluepot *special shots* to immobilize the PCs, while the skirmishers use *mob attack* and flanking to bring down any remaining enemies.

Development

Combat in this room draws the attention of the kobolds in area 8. The wyrmpriest dispatches four additional skirmishers and four minions to attend to the threat, while he and his remaining allies withdraw to assist the dragon in area 9. These reinforcements arrive at the start of the third round of combat. If the PCs already defeated these enemies, having surprised them in area 8, no reinforcements arrive.

If the PCs have not already alerted the kobold slingers in area 6, it takes 10 rounds for them to join the fight.

4 Kobold Minions		**Level 1 Minion**
Small natural humanoid		XP 25 each
Initiative +3	**Senses** Perception +1; darkvision	
HP 1; a missed attack never damages a minion.		
AC 15; **Fortitude** 11, **Reflex** 13, **Will** 11; see also *trap sense*		
Speed 6		
(↓) **Javelin** (standard; at-will) ✦ **Weapon**		
+5 vs. AC; 4 damage.		
(↗) **Javelin** (standard; at-will) ✦ **Weapon**		
Ranged 10/20; +5 vs. AC; 4 damage.		
Shifty (minor; at-will)		
The kobold shifts 1 square.		
Trap Sense		
The kobold gains a +2 bonus to all defenses against traps.		
Alignment Evil	**Languages** Common, Draconic	
Skills Stealth +4, Thievery +4		
Str 8 (-1)	**Dex** 16 (+3)	**Wis** 12 (+1)
Con 12 (+1)	**Int** 9 (-1)	**Cha** 10 (+0)
Equipment hide armor, light shield, 3 javelins		

Features of the Area

Illumination: All light in this chamber emanates from the bonfire.

Bonfire: The bonfire sheds bright light in a 5-square radius. A creature that falls into the fire takes 10 fire damage, and ongoing 5 fire damage (save ends). The creature has a +2 bonus to the saving throw to end the ongoing damage.

Smoke: Despite the openings on the south wall of this chamber, the cave still holds a great deal of smoke because of the dung and dried bones used for kindling. Squares containing smoke are lightly obscured.

Elevation: The floor in this room is relatively flat, though it shifts elevation several times. The passage into the cave is at 80 feet, but the floor drops in 10-foot increments to 50 feet by the time it reaches the western edge. Climbing up from a lower shelf to the next higher shelf requires a DC 10 Athletics check.

Conclusion

When the PCs reduce the number of kobolds to three or fewer, the surviving kobolds surrender. Characters who search the bodies and the room find a bronze idol of Tiamat (worth 250 gp), a *potion of healing*, and 40 gp.

Interrogating Prisoners

If the PCs take any kobolds alive, they can interrogate the captives. Conduct an interrogation skill challenge similar to the one described on page 79 of the *Dungeon Master's Guide*. In this case, all the check DCs are equal to the Will defense of the kobold being interrogated. Winning a challenge against a particular kobold requires 4 successes. If the PCs achieve 3 failures against a certain kobold, they can wrest no information from that prisoner.

Success: The kobold reveals the history of its tribe, the tribe's relationship with the dragon, and the dragon's name and capabilities. PCs who win a skill challenge gain experience for all the remaining kobold prisoners as if they had defeated the captives in combat.

Failure: The characters gain no helpful information.

The Dragon's Grotto

Encounter Level 6 (1,250 XP)

Setup

Caustrex (C)
2 kobold dragonshields (D)

Encounter Level 7 (1,500 XP), add:
1 kobold wyrmpriest from area 8 (W)
4 kobold minions from area 8 (K)

Caustrex and her dragonshields are ready for the player characters. If the PCs alerted the other kobolds in the complex, the kobold wyrmpriest and four kobold minions are present as well. First, have the players place their miniatures at the entrance to the cave, then place Caustrex as shown, and then place any kobolds that the PCs can clearly see. Place the rest only when the PCs notice them or when they first take their turns.

When the players finish placing their miniatures, read:

Illumination from a large hole in the ceiling shines down on a massive dragon covered in gray scales and thorny barbs. Its long tail, which ends in a pair of long spikes, kicks up plumes of dust when it twitches. A string of green drool spills from its oversized mouth, revealing its anticipation for the coming kill.

When the players spot a kobold dragonshield, read:

A slight warrior in scale armor hisses at you. The creature is armed with a longsword and a shield bearing a crude likeness of the dragon.

Caustrex (C)	**Level 5 Solo Soldier**
Young gray dragon	
Large natural magical beast (dragon)	XP 1,000

Initiative +6 **Senses** Perception +10; darkvision
Aura of Terror (Fear) aura 5; enemies in the aura take a -2 penalty to saving throws.
HP 325; **Bloodied** 162; see also *bloodied breath*
AC 23; **Fortitude** 22, **Reflex** 21, **Will** 21
Resist 15 acid
Saving Throws +5
Speed 8, fly 6, overland flight 12
Action Points 2

Claw (standard; at-will)
Reach 2; +10 vs. AC; 1d8 + 5 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).

Tail Lash (standard; at-will)
Reach 2; +10 vs. AC; 1d6 + 5 damage, and the target takes ongoing 5 damage (save ends).

Slicing Fury (standard; at-will)
The dragon makes a claw attack against one target and a tail lash attack against another target.

Warding Tail (immediate reaction, when missed by a melee attack; at-will)
The dragon makes a tail lash attack against the attacker.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Acid**
Close blast 5; +9 vs. Fortitude; 1d10 + 3 acid damage, and the target is pushed 2 squares. The target also takes ongoing 5 acid damage and is immobilized (save ends both).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Acid**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +8 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil **Languages** Common, Draconic
Skills Arcana +9, Intimidate +8

Str 20 (+7)	**Dex** 15 (+4)	**Wis** 16 (+5)
Con 17 (+5)	**Int** 14 (+4)	**Cha** 13 (+3)

2 Kobold Dragonshields (D)	**Level 2 Soldier**
Small natural humanoid	XP 125 each

Initiative +4 **Senses** Perception +2; darkvision
HP 36; **Bloodied** 18
AC 18; **Fortitude** 14, **Reflex** 13, **Will** 13; see also *trap sense*
Resist 5 (damage type of the dragon served)
Speed 5

Short Sword (standard; at-will) ✦ **Weapon**
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield's next turn.

Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)
The kobold dragonshield shifts 1 square.

Mob Attack
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)
The kobold shifts 1 square.

Trap Sense
The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic
Skills Acrobatics +5, Stealth +7, Thievery +7

Str 14 (+3)	**Dex** 13 (+2)	**Wis** 12 (+2)
Con 12 (+2)	**Int** 9 (+0)	**Cha** 10 (+1)

Equipment scale armor, heavy shield, short sword

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Kobold Wyrmpriest (W)	**Level 3 Artillery (Leader)**
Small natural humanoid	XP 150
Initiative +4	**Senses** Perception +4; darkvision
HP 36; **Bloodied** 18	
AC 17; **Fortitude** 13, **Reflex** 15, **Will** 15; see also *trap sense*	
Speed 6	
Spear (standard; at-will) ✦ **Weapon**	
+7 vs. AC; 1d8 damage.	
Energy Orb (standard; at-will) ✦ see text	
Ranged 10; +6 vs. Reflex; 1d10 + 3 damage of a chosen type (based on the dragon served).	
Incite Faith (minor; encounter)	
Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.	
Dragon Breath (standard; encounter) ✦ see text	
Close blast 3; +6 vs. Fortitude; 1d10 + 3 damage of a chosen type (based on the dragon served). *Miss:* Half damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	**Languages** Common, Draconic
Skills Stealth +10, Thievery +10	
Str 9 (+0)	**Dex** 16 (+4) **Wis** 17 (+4)
Con 12 (+2)	**Int** 9 (+0) **Cha** 12 (+2)
Equipment hide armor, spear, bone mask	

4 Kobold Minions	**Level 1 Minion**
Small natural humanoid	XP 25 each
Initiative +3	**Senses** Perception +1; darkvision
HP 1; a missed attack never damages a minion.	
AC 15; **Fortitude** 11, **Reflex** 13, **Will** 11; see also *trap sense*	
Speed 6	
Javelin (standard; at-will) ✦ **Weapon**	
+5 vs. AC; 4 damage.	
Javelin (standard; at-will) ✦ **Weapon**	
Ranged 10/20; +5 vs. AC; 4 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	**Languages** Common, Draconic
Skills Stealth +4, Thievery +4	
Str 8 (-1)	**Dex** 16 (+3) **Wis** 12 (+1)
Con 12 (+1)	**Int** 9 (-1) **Cha** 10 (+0)
Equipment hide armor, light shield, 3 javelins	

Tactics

The gray dragon fights without regard for her kobold servants and doesn't hold back her *frightful presence* or her *breath weapon* if kobolds are in the area.

Round 1: Caustrex delays her action until two or more PCs come within 10 squares of her. At that point, the dragon flies forward and unleashes her *frightful presence*.

The kobold dragonshields not affected by the *frightful presence* move to lock down any frontline defenders, using *shifty* to maneuver in such a way as to put the PCs between themselves and the dragon.

If the wyrmpriest and his minions are present, he places himself within 10 squares of the minions (and within 10 squares of the dragonshields, if possible). After he has done so, the wyrmpriest uses *incite faith* to boost his allies' hit points and goad them into action.

The kobold minions work together, swarming over any lone PC striker or controller within reach.

Round 2: Caustrex flies forward again, this time to catch as many PCs as she can in the area of her *breath weapon*. The dragonshields press their attack, as do the kobold minions. The wyrmpriest keeps back, hurling an *energy orb* at any defenders that he can clearly see.

Round 3+: As round 2, but Caustrex descends and attacks in melee, spending an action point each round. If she becomes bloodied, she uses her *bloodied breath* and considers retreating. The wyrmpriest flings *energy orbs* each round until an enemy comes within range of his *dragon breath*.

Features of the Area

Illumination: A large hole in the ceiling lets in ambient light, so the illumination corresponds to the time of day.

Elevation: The floor in this room is relatively flat, though it shifts elevation several times, in 10-foot increments. Climbing up from a lower shelf to the next higher shelf requires a DC 10 Athletics check.

Conclusion

The kobolds fight as long as the dragon is still alive and present. Caustrex flees if reduced to 25 or fewer hit points, flying up through the hole in the ceiling.

FEYWILD LAIR

A lair for five 9th-level adventurers

For many creatures, the Feywild represents a refuge, an escape from the dangers of the world for the comforts of a pristine, untouched realm filled with peaceful creatures, gentle landscapes, and bounteous joy. However, the Feywild is quick to dispel these expectations. Though the realm is as beautiful as many expect, it is also hideous in places where twisted creatures—dark of form, mind, or both—lay claim to pockets of the land to further their sinister desires and hatch wicked plots. For all its splendor, the Feywild is as dangerous as the darkest reaches of the Shadowfell and as capricious as the greatest depths of the Elemental Chaos.

History

The green dragon Razcoreth did not hatch in the Feywild, but the plane's spirit fills his dark heart. Wild and reckless, he spent much of his time in the world flitting through deep forests, terrorizing woodcutters and travelers, and harassing anyone who encroached on what he claimed as his woods. Razcoreth never intended to harm anyone; he just wanted humanoids to stay out of his home, and he used his powers to drive off unwanted guests.

Razcoreth's presence and antics kept travelers from lingering in the forest. But as rumors of the green dragon spread throughout the neighboring lands, tales of his cruelty and violence grew in the telling, and it wasn't long before adventurers descended on the woods to slay the beast. Razcoreth, who had never killed any of his victims, was shocked when he came under attack, stung by the arrows and spears of vicious humanoid warriors. He fled into the depths of his woods, beyond any map or knowledge of mortals. There, nursing his wounds, he called out to the spirits for aid, begging them to preserve his life. His distress captured the attention of an ancient fey spirit, who promised to help the green dragon in exchange for his devotion. Razcoreth gladly made the pact and gained newfound power and mastery of dark spells with which he could fight back against his enemies.

With renewed hope and inflamed anger, the dragon emerged from his forest home and spread death and misery throughout the woods. At first, he restricted his attacks to those who sought to kill him, but before long, he developed a taste for blood. Thus, when no more enemies would face him, he ranged out from his home to strike nearby communities, slaughtering entire hamlets to feed his hunger for death.

Such wanton destruction could not go unnoticed, and the emperor of the humanoid realm responded with force. A legion of his best dragonslayers stormed the forest, sweeping through the woods in search of the elusive dragon. Razcoreth fought them as best he could, but there were too many swords, and he knew that if he remained, he would be slain. Once more he called out to the fey spirit, begging the entity to save him, and again the spirit answered, revealing a portal to the Feywild. Slipping through, Razcoreth emerged into a forest that was similar to his own but darker, somehow more alive and with a penchant for the same violence that now lived in his heart.

In the depths of these woods, Razcoreth lives still. Trapped in the Feywild, he has forgotten his original home, his former light heart a dim memory. He has fully embraced the verdant wonder of his new land. Using his talents for manipulation and the favor of the dark spirit that watches over him, he rules a stretch of woods far from the courts of the eladrin lords, mastering the land in a way that he never could in the realm of mortals.

Environment

Razcoreth's den lies in the heart of an ancient forest, beneath an old fey hill not far from the portal that brought him to the Feywild.

The dragon's lair has the following features throughout except where otherwise indicated.

- The ground is relatively flat in the vicinity of the lair and is covered with pine needles, which grant characters a +2 bonus to Stealth checks to move silently.
- Clustered around the trees are wiry thorn bushes that scratch and pull at clothing and exposed flesh. Squares containing thorn bushes count as difficult terrain.
- Normal pine and fir trees grow throughout the forest. Characters standing in a space containing a normal tree gain a +2 bonus to AC and Reflex defense from cover. Climbing a normal tree requires a DC 15 Athletics check.
- The forest also has a number of massive trees. Each massive tree takes up 4 squares and provides cover to anyone standing behind it. Climbing a massive tree requires a DC 15 Athletics check.
- The forest is also home to gargantuan trees. These trees rise hundreds of feet into the air and have trunks wider than the diameter of many towers. Climbing a gargantuan tree requires a DC 15 Athletics check.
- Along the river's shore, the ground is muddy and treacherous. Spaces along the shore are difficult terrain.
- Much of the river is shallow water, which is difficult terrain. Deep water (indicated by the darker-

colored water on the map) is challenging terrain, requiring a DC 15 Athletics check to negotiate.

- ✦ Illumination depends on the time of day. The canopy's density blocks the sun, so even during midday, the forest is in dim light. However, the hill and the Lake of Dreams are brightly lit during the day.

Approaching the Lair

When the PCs approach the hill, read:

A grassy hill rises 80 feet from the floor of the ancient forest, pushing back the trees and ubiquitous brambles to drink in the sunlight. The hill is perfectly rounded except at its top, where a dark hole burrows into the earth. Tendrils of mist curl up from the pit.

Area 1: Circle of Stones

This stone circle was once a holy place where eladrin mystics gathered to commune with the land and with nature spirits and to conduct mysterious ceremonies. The circle was abandoned when Razcoreth arrived, and signs of its disuse are everywhere.

When the PCs approach the circle of stones, read:

Menhirs stand arranged in a circle around a flat stone altar. This place seems to be long abandoned; moss and creepers cover the stones, as if the land were reclaiming the rocks, pulling them back into the ground from which they came.

Although the mystics no longer come to the circle of stones, Razcoreth's servants are wary of the menhirs, believing them to hold the spirits of deceased druids from another time. While the PCs remain in the area of the stone circle, they cannot trigger the Sylvan Allies tactical encounter.

Area 2: Lake of Dreams

The Lake of Dreams spreads far beyond the edge of the map, extending a few miles to the south. Here, on the lake's shores, the PCs can sample its power.

RICK SARDINHA

When the PCs come within 10 squares of the lake, read:

The trees give way to a pristine lake, sunlight dancing across its surface. Through the clear water, you can see the bottom, which features a jumble of stones, aquatic plants, and fish darting back and forth or nipping water bugs. Weirdly, nothing disturbs the surface of the lake, not even the waters that feed it from the river that wends through the woods. When a fish, a bird, or even the caress of the wind brushes against the surface, it remains as flat as glass.

Sylvan Allies

Soon after Razcoreth came to the Feywild, he used his powers of persuasion and his mind-altering abilities to take control of a number of fey creatures in the area of his new lair. Although they are not adversely affected (such as dominated), they have come to see the green dragon as their lord and king and gladly defend him. As the PCs explore the forest around the lair, they might trigger a tactical encounter featuring these minions. The encounter can occur any place outside the dragon's lair and is triggered if any of the following conditions is met.

The characters damage a tree.

The characters make use of a teleporting tree (see area 3).

The characters start a fire.

The characters come within 5 squares of area 5.

The PCs cannot trigger the encounter while in area 1.

Tactical Encounter: "Sylvan Allies," page 114.

The water is enchanted with potent magic that affects the minds of intelligent creatures. Animals are unaffected. Any creature with an Intelligence of 5 or higher that touches or drinks the water is subject to the lake's effects. The river does not share this enchantment and functions as normal water.

Lake of Dreams	Level 10 Obstacle
Hazard	XP 500
The lake is beautiful and serene, but it is utterly still no matter what touches its surface.	
Hazard: When a living creature interacts with the water, the lake places it into a deep and disturbed sleep.	
Perception	
No check is required to see the lake.	
Trigger	
Whenever a living creature with an Intelligence of 5 or higher touches or drinks water from the Lake of Dreams, the water makes an opportunity attack. The water attacks each round as long as the contact persists until it hits its target.	
Attack ✦ Psychic, Sleep	
Opportunity Action Melee	
Attack: +15 vs. Will	
Hit: The target heals 10 damage, and the target falls unconscious (save ends).	
Aftereffect: The target is weakened and slowed (save ends both).	

Area 3: Enchanted Trees (Level 8)

Each tree marked "3" on the map bears a powerful, short-range teleportation portal connecting it to another tree noted with the same letter. (For example, tree 3A at the top of the map is connected to tree 3A at the bottom of the map.) Any creature that touches an enchanted tree instantly teleports into a space adjacent to its connected tree. Touching the second tree returns the character to a space adjacent to the original tree.

Tactical Encounter: "Sylvan Allies," page 114.

Area 4: The Hole

A wide pit yawns at the top of the hill. The hole is the primary entrance into the dragon's lair.

When the PCs approach the hole, read:

A 40-foot-diameter hole reveals the interior of the hill. Its walls are muddy and earthen, hairy with strange roots and twitching with beetles and worms. About 80 feet down lies the pit's bottom, a morass of mud and brackish water.

Climbing down the pit's walls requires a DC 15 Athletics check. If the PCs try to descend quietly, they must make a Stealth check against DC 22 (Razcoreth's passive Perception score), modified by distance. If they fail, they trigger the tactical encounter.

Tactical Encounter: "Dragon's Den," page 116.

The pit's bottom is extremely muddy and foul smelling. Characters sink about a foot into the muck. Each square at the bottom costs 3 squares of movement to enter.

Area 5: Hidden Passage

A concealed passage in the side of the hill leads into the dragon's lair. Finding the entrance requires a DC 25 Perception check.

If the PCs find the hidden passage, read:

A narrow passage worms through the moist earth. Puddles of water spot the floor, and white roots hang down from above like hairs.

Area 6: Stagnant Water

Rainwater that falls into the hole collects in a large pond here. The water is dark and noxious, incapable of sustaining life. The pond's bottom is a quagmire as well; it costs 3 squares of movement to enter any space containing stagnant water. Any PC who drinks the water takes 10 poison damage.

Characters who try to move quietly must make a Stealth check against DC 22 (Razcoreth's passive Perception score), modified by distance. If they fail, they trigger the tactical encounter.

Tactical Encounter: "Dragon's Den," page 116.

Treasure: Hidden beneath the soupy mess is an old sea chest filled with 558 gp and 1,158 sp. In addition, the water hides four leather bags containing a total of 12,011 cp, a copper bust of an attractive female eladrin (250 gp), an amethyst (100 gp), and a brilliant emerald (1,000 gp). Finding the chest, bags, bust, and gems each requires a DC 15 Perception check.

Area 7: Razcoreth's Den (Level 10)

Razcoreth lurks in the largest chamber beneath the hill. He excavated the tunnels, and the walls still bear the claw marks of his digging.

When the PCs enter the den, read:

The wide cavern expands into a massive area of excavated earth. A central column of dirt and stone supports the earthen ceiling overhead. Strange purple roots emerge from the column, twitching as if alive. The floor and walls are packed mud and earth, with puddles of water scattered throughout.

Unless the PCs attracted the dragon's attention earlier, they encounter him here.

Tactical Encounter: "Dragon's Den," page 116.

JASON A. ENGLE

Feywild Lair
3A
3B
3C
4
5
6
7
3C
3B
2
1
3A
N
One square = 5 ft.

Sylvan Allies

Encounter Level 8 (1,950 XP)

Setup

1 dryad (D)
1 eladrin twilight incanter (I)
2 eladrin fey knights (E)
4 hamadryads (H)

Encounter Level 13 (4,450 XP), add:
Razcoreth (see page 116)

Since this encounter can occur anywhere on the overall map, the tactical map provided represents only one possible location. If you use the tactical map, place miniatures for the creatures that the PCs can see.

If the encounter occurs elsewhere in the forest, adjust the tactical map accordingly. Place the dryad near a gargantuan tree, and place the four hamadryads near her and each other. Place the eladrin twilight incanter close to an enchanted massive tree if possible, and place the two eladrin fey knights within 4 squares of her.

The players can place their miniatures in the setup area as marked on the tactical map or in a similar location on your adjusted map.

When the PCs see the dryad and any hamadryads, read:
A female composed of wood and bark separates herself from a tree as similar creatures emerge from the forest all around her. She glares at you and whispers a dire curse in Elven.

When the PCs see the eladrin, read:
Emerging from the forest are a pair of eladrin warriors and an eladrin witch. The warriors wear chain armor constructed to look like interlocking leaves and wield longswords of green steel. The witch wears a long robe of woven roots and leaves and wields a rune-inscribed spear. She screeches at you and commands her warriors to engage.

Perception Check
DC 16: The PCs notice a hamadryad if she's hidden.
DC 17: The PCs notice the twilight incanter if she's hidden.
DC 19: The PCs notice a fey knight if he's hidden.
DC 22: The PCs notice the dryad if she's hidden.

Dryad (D)	**Level 9 Skirmisher**
Medium fey humanoid (plant)	XP 400
Initiative +9	**Senses** Perception +12
HP 92; **Bloodied** 46	
AC 23; **Fortitude** 22, **Reflex** 21, **Will** 21	
Speed 8 (forest walk)	
(+) **Claws** (standard; at-will)	
+14 vs. AC; 1d8 + 4 damage, or 1d8 + 9 damage if the target is the only enemy adjacent to the dryad.	
Deceptive Veil (minor; at-will) ✦ **Illusion**	
The dryad can disguise itself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by the dryad's Bluff check) pierces the disguise.	
Treestride (move; at-will) ✦ **Teleportation**	
The dryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger.	
Alignment Unaligned	**Languages** Elven
Skills Bluff +10, Insight +12, Stealth +12	
Str 19 (+8)	**Dex** 17 (+7)	**Wis** 17 (+7)
Con 12 (+5)	**Int** 10 (+4)	**Cha** 13 (+5)

4 Hamadryads (H)	**Level 11 Minion**
Medium fey humanoid (plant)	XP 150 each
Initiative +8	**Senses** Perception +13
Grasping Roots aura 1; enemies treat the area within the aura as difficult terrain.	
HP 1; a missed attack never damages a minion.	
AC 25; **Fortitude** 25, **Reflex** 23, **Will** 23	
Speed 8 (forest walk)	
(+) **Claws** (standard; at-will)	
+16 vs. AC; 6 damage.	
Alignment Unaligned	**Languages** Elven
Str 21 (+10)	**Dex** 17 (+8)	**Wis** 17 (+8)
Con 12 (+6)	**Int** 10 (+5)	**Cha** 13 (+6)

JASON A. ENGLE

Eladrin Twilight Incanter (I)	**Level 8 Controller**
Medium fey humanoid	XP 350

Initiative +7 **Senses** Perception +5; low-light vision
HP 82; **Bloodied** 41
AC 22; **Fortitude** 19, **Reflex** 21, **Will** 21
Saving Throws +5 against charm effects
Speed 6; see also *fey step*

⊕ **Spear** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d8 + 1 damage, and the target is slowed until the end of the eladrin twilight incanter's next turn.

↗ **Binding Bolt** (standard; at-will)
Ranged 10; +12 vs. Reflex; 1d8 + 3 damage, and the target is immobilized until the end of the eladrin twilight incanter's next turn.

↗ **Teleporting Bolt** (standard; at-will) ✦ **Teleportation**
Ranged 10; +12 vs. Reflex; 1d8 + 2 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.

✧ **Dazzling Blast** (standard; recharge ⚄ ⁞⁞) ✦ **Radiant**
Close blast 3; +9 vs. Will; 2d6 + 3 radiant damage, and the target is blinded until the end of the eladrin twilight incanter's next turn.

Fey Step (move; encounter) ✦ **Teleportation**
The eladrin twilight incanter can teleport 5 squares.

Alignment Any **Languages** Common, Elven
Skills Arcana +16, History +16, Nature +10

Str 12 (+5)	**Dex** 16 (+7)	**Wis** 12 (+5)
Con 10 (+4)	**Int** 20 (+9)	**Cha** 16 (+7)

Equipment robes, spear

2 Eladrin Fey Knights (E)	**Level 7 Soldier (Leader)**
Medium fey humanoid	XP 300 each

Initiative +11 **Senses** Perception +4; low-light vision
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit, however).
HP 77; **Bloodied** 38
AC 23; **Fortitude** 17, **Reflex** 19, **Will** 17
Saving Throws +5 against charm effects
Speed 5; see also *fey step*

⊕ **Longsword** (standard; at-will) ✦ **Weapon**
+12 vs. AC; 1d8 + 4 damage.

Stab of the Entangling Wild (standard or opportunity attack; recharge ⚄ ⁞⁞) ✦ **Weapon**
Requires longsword; +12 vs. AC; 3d8 + 4 damage, and the target is restrained until the end of the eladrin fey knight's next turn. The eladrin fey knight cannot attack with its longsword while the target is restrained.

↗ **Feywild Challenge** (standard; encounter)
Ranged 10; the target is marked until the end of the encounter or until the eladrin fey knight dies, taking 4 damage each round it does not attack the eladrin fey knight.

Fey Step (move; encounter) ✦ **Teleportation**
The eladrin fey knight can teleport 5 squares.

Harvest's Sorrow (immediate reaction, when an ally within 5 squares of the eladrin fey knight is damaged; at-will)
Half the attack's damage is negated, and the eladrin fey knight takes the other half.

Alignment Any **Languages** Common, Elven
Skills Athletics +12, Arcana +7, History +7, Nature +9

Str 18 (+7)	**Dex** 22 (+9)	**Wis** 13 (+4)
Con 13 (+4)	**Int** 14 (+5)	**Cha** 16 (+6)

Equipment chainmail, light shield, longsword

Tactics

Razcoreth's servants are fanatically loyal and regard any intruders into their domain as dire enemies.

Round 1: The hamadryads move to engage the PCs, splitting into two groups. The dryad delays her action until after the PCs take their turns. She then uses *treestride* to teleport from the gargantuan tree to a tree close to a lone PC, at which point she uses her claw attack.

The eladrin fey knights advance and take the total defense action to protect the twilight incanter. Meanwhile, their mistress advances with them and readies an action to use *binding bolt* at the first PC who comes within 10 squares of her.

Round 2+: The dryad and hamadryads press their attacks against the PCs, the former using *treestride* to dart around the battlefield, and the latter relying on their *grasping roots* aura to slow down the PCs.

The fey knights advance each round and use the total defense action until they come within 10 squares of an enemy, at which point they use *Feywild challenge* to mark their enemies. Each round thereafter, they use *stab of the entangling wild*.

The incanter keeps back, using ranged attacks to harass the PCs. She alternates between *binding bolt* to hit enemies engaged with her knights and *teleporting bolt* to send enemies back into the claws of the hamadryads. If any enemy comes within 3 squares of her, she uses *dazzling blast* and then *fey step* to slip away.

Development

Each round that the combat continues, have Razcoreth make a DC 30 Perception check. If he succeeds, he joins the fight 1d3 rounds later. He uses the tactics described in the "Dragon's Den" encounter on the next page.

Features of the Area

The area has all the features described under "Environment" on page 110.

Dragon's Den

Encounter Level 10 (2,500 XP)

Setup

Razcoreth (R)

Encounter Level up to 13th, add:
any surviving allies (see "Development," below)

This tactical encounter can occur anywhere inside the hill and is triggered whenever Razcoreth hears the PCs approach. The tactical map identifies his starting position. When the encounter is triggered, he makes a Stealth check to move quietly each round until he confronts the PCs.

When the PCs first see Razcoreth, read:
Emerging from the gloom of the cavern is a mighty green dragon, its long body covered in a fine mesh of emerald scales. Clumps of moss and tangles of vine cover much of its body, giving it the appearance of a thing of earth and stone rather than flesh and blood. Its red eyes glitter with malevolence as a cruel smile spreads across its reptilian face.

Perception Check
DC 20: A character sees or hears Razcoreth approach.

Razcoreth (R) **Level 10 Solo Skirmisher**
Young green dragon warlock
Large natural magical beast (dragon) XP 2,500
Initiative +12 **Senses** Perception +13; darkvision
HP 428; **Bloodied** 214; see also *bloodied breath*
AC 26; **Fortitude** 24, **Reflex** 25, **Will** 24
Resist 15 poison
Saving Throws +5
Speed 8, fly 10 (hover); overland flight 15; see also *flyby attack*
Action Points 2

Bite (standard; at-will) ✦ **Poison**
Reach 2; +15 vs. AC; 1d8 + 6 damage, and the target takes ongoing 5 poison damage (save ends).

Claw (standard; at-will)
Reach 2; +15 vs. AC; 1d6 + 6 damage.

Double Attack (standard; at-will)
Razcoreth makes two claw attacks.

Flyby Attack (standard; recharge ⚄ ⁞⁞)
Razcoreth flies up to 10 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.

Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)
+13 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

Curse of the Black Frost (standard; sustain minor; daily) ✦ **Cold, Implement**
Ranged 10; +13 vs. Reflex; 2d8 + 6 cold damage. *Hit or Miss:* If the target moves for any reason, it takes 1d8 cold damage (save ends). If the target saves, Razcoreth can't sustain this power. *Sustain:* The target takes 2d8 cold damage.

Eyebite (standard; at-will) ✦ **Arcane, Charm, Implement, Psychic**
Ranged 10; +13 vs. Will; 1d6 + 6 psychic damage, and Razcoreth is invisible to the target until the start of his next turn.

Luring Glare (minor 1/round; at-will) ✦ **Charm, Gaze**
Ranged 10; +13 vs. Will; the target slides 2 squares.

Mire the Mind (standard; encounter) ✦ **Illusion, Implement, Psychic**
Ranged 10; +13 vs. Will; 2d6 + 6 psychic damage, and Razcoreth and all his allies in range are invisible to the target until the end of Razcoreth's next turn and Razcoreth gains a +2 bonus to Stealth checks until the end of the encounter.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Poison**
Close blast 5; +13 vs. Fortitude; 1d10 + 6 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). *Aftereffect:* The target is slowed (save ends).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Poison**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Warlock's Curse (minor; at-will)
Razcoreth can place a curse on the enemy closest to him and gain a +1 power bonus to AC until the start of his next turn. The curse lasts until the end of the encounter or until the enemy is slain. Any time Razcoreth damages a cursed target, he deals 1d6 extra damage. Whenever he reduces a cursed enemy to 0 hit points, he can teleport up to 3 squares as a free action.

Warlock's Leap (move; daily) ✦ **Teleportation**
Razcoreth can teleport up to 6 squares. He does not need line of sight to the destination, but if he attempts to teleport to a space he can't occupy, he doesn't move.

Alignment Evil **Languages** Common, Draconic
Skills Arcana +12, Bluff +19, Diplomacy +14, Insight +13, Intimidate +14, Thievery +15
Str 17 (+8) **Dex** 20 (+10) **Wis** 16 (+8)
Con 19 (+9) **Int** 15 (+7) **Cha** 19 (+9)
Equipment *+3 rod of dark reward*

Tactics

His den is not an ideal battlefield, so Razcoreth reserves *warlock's leap* in case he needs to retreat out of the hill. That said, he still has an impressive array of powers that make running this encounter challenging.

Round 1: Razcoreth maneuvers to put the PCs in range of his *frightful presence*. When two or more PCs are in the area of his burst, he uses this power. He follows up by using *warlock's curse* on the closest PC. Finally, he spends an action point to use his *breath weapon*.

Round 2: Razcoreth keeps distance between himself and any defenders, shifting if necessary. He then targets a defender with *crown of madness* and spends an action point to hit a striker with *curse of the black frost*.

Round 3: Having exhausted the bulk of his offensive powers, Razcoreth uses *warlock's leap* to teleport

to the other side of the PCs, if possible. Then he uses the rest of his turn to fly out of the hill to fight from the air outside.

Round 4+: Razcoreth uses *flyby attack* against characters who emerge from the hole. He uses *luring glare* to cause PCs standing near the edge of the hole to slide down into the pit, taking 8d10 damage from the fall.

Features of the Area

Illumination: It is dark within the den unless PCs provide their own light source. If the fight moves outside, the lighting corresponds to the time of day as noted on page 111.

Grasping Roots: In area 7, any character who ends his movement in a space containing the purple roots emanating from the central column is slowed until the end of his next turn.

Stagnant Water: Areas containing stagnant water cost 3 squares of movement to enter. Any PCs who drink the water take 10 poison damage.

Development

The dragon uses tactics as described above, playing a game of cat and mouse until the PCs flee or until it defeats them. However, if any of its servants remain, the combat quickly escalates. Since a battle featuring the dragon and all his servants can reach 13th level, consider using the tactics below to give the PCs a fighting chance. Eliminate any tactical information that applies to creatures already defeated.

Razcoreth: The green dragon keeps to the air as much as possible. Taking a supporting role, Razcoreth swoops in to assist any beleaguered servants, using *mire the mind* to give him and his allies combat advantage against the intruders. Razcoreth allows his servants to take the worst of the PCs' attacks, supporting them from behind with his ranged powers.

If the PCs manage to defeat all of Razcoreth's servants, he uses *flyby attack* until he comes close to being bloodied. At that point, he descends and engages the PCs in melee, using his *claw* and *tail sweep* attacks each round until the PCs trigger his *bloodied breath*. The dragon fights to the death.

Dryad: The dryad uses *treestride* to cover ground quickly and help allies that are hard pressed by the PCs. If the dragon is defeated, the dryad flees.

Hamadryads: After the dragon becomes involved, the hamadryads stick together and focus their attacks on a single PC at a time in the hope of keeping that enemy from engaging their master. They target controllers and strikers if possible.

Eladrin: The eladrin fey knights are loyal to the twilight incanter, not to the dragon, so they stay close to her. They fight as described in the "Sylvan Allies" encounter, fleeing if the incanter is defeated.

FEYWILD LAIR

The incanter moves to keep within 10 squares of the dragon each round. She uses her ranged attacks (with a preference for *binding bolt*) to pick off the dragon's attackers. When the dragon is on the ground, she uses *teleporting bolt* to teleport enemies to the edge of the dragon's reach. In her madness, the incanter fights until slain, even after the dragon is defeated.

JASON A. ENGLE

WHERE SHADOWS FALL

A lair for five 16th-level adventurers

Deep in the Shadowfell, in the midst of several rolling hills that overlook a gray and frigid lake, stands a neglected cemetery. The grasses, though brittle, grow thick here; the tombstones and mausoleums are wrapped in the loving embrace of ivy foreign to the natural world.

It's a disturbing enough place, but hardly out of character for the Shadowfell. Yet this cemetery is home to more than creepy imaginings; it has become the lair of Tzevokalas, a fearsome draconic vampire. Even worse, the cemetery borders on the natural world, allowing the undead predator to flit back and forth, snatching prey from a village and returning to his Shadowfell home.

History

Nobody built this cemetery. Nobody dug the graves, nobody constructed the bridge across the icy river, and nobody sculpted the mausoleums from granite or marble.

No, this cemetery, like so much else in the Shadowfell, came into being as an echo of the natural world. It is a macabre and sinister reflection of a thriving town that, like the graveyard, is built partially on a hill overlooking a lake.

The residents of the village in the world had no idea that a dark mirror of their town had come into existence—at least, not until the arrival of Tzevokalas. Who he was before becoming a vampire, or why he chose this region to hunt, nobody knows. But when he discovered that the village had been built up near a natural overlap between the world and the Shadowfell, the inhabitants' fate was sealed. The beast took up residence in the graveyard and makes regular raids not only on the village that mirrors it but also on other communities nearby. He has done so for the last few months, and dozens of innocents have been lost. Given a year or more, the vampire might depopulate the entire region.

Environment

The cemetery in its entirety is enormous—larger by far than the village that it reflects. Only the portion containing Tzevokalas's lair, the extreme northeast section of the cemetery, is shown on the map. Feel free to expand on this however you'd like if you want to set more encounters, or even separate adventures, within the graveyard's borders.

You should break out every tool in your arsenal to make the graveyard a truly creepy place. Don't play it up to the point of camp or distract the players from their goal, but never forget that this is more than just a large cemetery—it's a truly unnatural place in the midst of an unnatural world.

Perhaps the best way to establish the mood is to make certain that the village "casting" the graveyard reflection is one that the PCs know well and have visited previously. As the adventurers work their way through the cemetery, compare their passive Perception checks to DC 21. If any of them succeed—or if the players specifically ask about the layout—they realize that portions of the graveyard are identical to the village in terms of overall layout. For example, where houses stand in one world, blocks of graves stand in the other. Shops and taverns reflect as aboveground tombs, and churches and government buildings as massive mausoleums. The overlap isn't perfect, accounting for barely half of the cemetery's design, but it's far too close to be coincidence.

If the PCs examine the graves or mausoleums, the situation grows even stranger. The mausoleums and aboveground tombs lack names, crests, or any forms of identification. Each tombstone, however, is inscribed with the name of someone from the village in the natural world. The stones that belong to people who haven't died yet are neat and tightly packed, as though well tended—at least, more so than the rest of the cemetery. But the tombstones of villagers who have died are surrounded by loose dirt, and their graves are empty, as though someone or something had clawed its way out.

Due to the hills and small cliffs that fill the region, various areas of the graveyard are at different levels, as shown on the map. The cliffsides that serve as the north and east borders can be climbed with a DC 20 Athletics check. Each of the trees, all of which are dead, occupies 1 square. They provide cover and can be climbed with a DC 15 Athletics check.

Approaching the Graveyard

When the PCs approach the northeast portion of the graveyard, read:

The breeze blows cold, chilling the soul as much as the flesh. Though you can feel it on your skin and hear it whistle in your ears, the wind fails to rustle the dry, crackling leaves on the trees or bend the blades of grass that snap underfoot.

Ahead, a steep-sided hill rises before you, then falls dramatically away at the cliff that marks the cemetery's edge. Atop its crest, you can see several more large mausoleums, as well as many more dead trees.

Area 1: The Winding Path

Quite a few small footpaths wind their way through the graveyard. Only the main path, however, is specifically maintained; all others are overgrown.

When the PCs first spot or step on the path, read:

An abnormally wide path stretches through the cemetery, leading toward various large blocks of graves, as well as to the steps that climb the great hill. The path is sporadically scattered with pebbles—not enough to qualify as cobbling, but enough to keep the grass from reclaiming the route. Rows of weeds and thorny stems border the path, like a line of flowers planted by a demented groundskeeper.

Area 2: Gray Waters

The water here is slow, frigid, and potentially dangerous.

When a PC examines the stream, read:

The water is oddly gray, not dirty as much as simply darker than normal water. However, you can see the bottom, about 10 feet down in the river's center. The current is languid and slow.

If a PC touches the water, read:

The water is as cold as ice and vaguely oily to the touch.

Perception Check
DC 26: *As the water rushes around the rocks and roots that cover the streambed, it briefly forms the suggestion of gasping, screaming faces.*

Features of the Area

Slow-Flowing Water: The PCs can swim the river with a DC 15 Athletics check. The water is slow and the current is weak, but the chill and the oily texture make swimming a bit more difficult than normal.

Optional: Last Gasp

Level 13 Encounter (XP 1,600)

- 3 elite spectral tendrils (level 13 elite obstacle trap). Use the spectral tendrils trap (*Dungeon Master's Guide,* page 91) with the following changes:
  Increase the Perception and Arcana checks for perceiving the trap by 2.
  The tendrils make two opportunity attacks when the trap is triggered. If both hit, the target is immobilized and dazed until the end of the target's next turn.
  Increase the Acrobatics and Thievery checks in the countermeasures by 2.

If the PCs enter the water, the river erupts in an array of liquid tendrils that seek to grab all nearby. The tentacles attempt to hold victims under the water, causing them to drown.

Area 3: The Marshy Isle

Tiny islets stand in the river throughout the cemetery, but only one is near enough the hill to appear on the map.

When the PCs first approach the isle, read:

A narrow islet protrudes from the slow current. It barely breaches the surface, and its waterlogged surface is more swamp than soil.

Perception Check
DC 23: *Several tombstones lie on their sides, all but sunken into the marsh. Presumably whatever graves once stood here have been washed out by the flow of water and time.*

Features of the Area

Marshy Ground: The ground here is treated as difficult terrain.

Optional: Gaping Graves

Level 9 Encounter (XP 2,100)

- 9 horde ghouls (level 13 minion)
- 3 open graves (false-floor pits) (level 1 warder trap)

The fallen gravestones no longer mark the graves, which have become all but invisible beneath the murky water. A few open graves—basically, primitive pit traps—aren't much of a challenge, but the ghouls lurking within are another story. The undead emerge if a single PC falls into a grave, or if the party spends more than a few moments on the islet.

Area 4: The Covered Bridge (Level 17)

This bridge is home to the region's most deadly inhabitants (other than Tzevokalas, of course).

When the PCs approach the bridge, read:

A covered bridge spans the river here, allowing easy crossing from one side to the other.

When a PC sets foot on the bridge, read:

The dark wood rafters above you are dripping with condensation, but they seem sturdy enough. The water flowing beneath the bridge echoes strangely in the enclosed passage.

The tactical encounter begins when half the PCs have entered the bridge or when one PC reaches the far side, whichever comes first.

Tactical Encounter: "The Bridge," page 122.

Area 5: The Rising Stair

Only one portion of the hill is sloped; the other sides are veritable cliffs.

When the PCs approach the stairs, read:

A great stone stair leads up the slope of the hill. The steps are wide but shallow, and the stone is worn down by the elements. It shouldn't be too hard a climb, but you wouldn't want to have to run up or down the stairs.

Features of the Area

Stair: The stairs are difficult terrain.

Steep Slope: The slope is steep enough to require an Athletics check to traverse. A DC 10 Athletics check allows the climber to move up or down, but the slope is treated as difficult terrain. With a DC 15 check, a PC can climb at full speed.

Area 6: Mausoleum

Each of these locations is more or less identical. The mausoleums, which provide cover, are 25 feet high and require a DC 24 Athletics check to climb. You can use a similar description—modified for size, and without the tactical encounter or the hidden passages—for any of the smaller aboveground tombs in the cemetery.

When the PCs approach a mausoleum, read:

This structure is among the largest and most ornate of the houses of the dead in this cemetery. The granite might have been whitewashed once, but now it is a sickly gray, pock-marked by years of exposure and wrapped in strands of ivy.

When the PCs first enter a mausoleum, read:

Other than being abnormally spacious, this tomb seems like any other rich person's final resting place. A granite bier stands before you, bearing atop it an old, worn sarcophagus.

These mausoleums are not truly resting places for the honored dead, but disguised entrances to Tzevokalas's underground lair.

Perception Check
DC 31: *The bier and sarcophagus seem . . . odd.*

Features of the Area

Doors: The mausoleum's doors are made of heavy stone but are not locked or barred in any way.

Illusory Terrain: The bier, the sarcophagus, and the surrounding floor are illusions hiding an entrance to the underground lair; see area 7.

Optional: Long Way Down

Level 5 Encounter (XP 1,200)

✦ Illusory floor (false-floor pit) (level 15 warder trap)

Consider running the illusory floor as a pit trap, given how easy it would be for a PC to fall into it accidentally. Use statistics for the basic level 1 false-floor pit (*Dungeon Master's Guide,* page 87), but with a DC 31 Perception check to detect the trap initially (as above), no means of disabling it, and a 50-foot drop (for 5d10 damage).

Area 7: A Hole in the Earth

Within each mausoleum, the illusory terrain hides a tunnel that drops straight down into the ground. Each passage is more or less identical.

When the PCs enter or look down into the passage, read:

A wide tunnel winds its way deep into the earth. You see no convenient means of descending other than climbing or sliding down.

The walls here require a DC 20 Athletics check to climb; though plenty of handholds are available, the earth is soft and crumbles easily. The passage is roughly 30 feet long, opening up into the ceiling of area 8, which is 20 feet above the floor.

Area 8: Below the Sleeping Dead (Level 17)

This chamber is Tzevokalas's inner sanctum, as well as his means of accessing multiple areas of the cemetery. If you want to make the players nervous, subtly guide them toward wondering: If so much of the graveyard is a reflection of the village they think they know so well, what is the underground complex a reflection of?

When the PCs enter through one of the passages, read:

A series of open caverns fills this area. Roots and bits of broken coffins protrude from the ceiling, and small falls of soil drop like miniature waterfalls. Several caskets, mostly broken, lie on the floor, having fallen from the outer walls.

The undead that serve Tzevokalas dwell in several of the exposed coffins. One of the broken coffins is a fake, hiding the vampire's possessions.

The PCs trigger the tactical encounter when they enter area 8.

Tactical Encounter: "The Dead Travel Fast," page 124.

Treasure: The PCs can locate the hidden compartment in the fake coffin with a DC 31 Perception check. The treasure includes a *shield of defiance* (level 18), an *orb of indisputable gravity* +4, a small diamond, glowing with an inner light, set in a ring of sculpted shadow worth 7,600 gp, and 900 gp.

JASON A. ENGLE

Where Shadows Fall
One square = 5 ft.
N
50 ft.
40 ft.
50 ft.
6
6
4
6
1
0 ft.
6
40 ft.
2
40 ft.
6
30 ft.
5
20 ft.
0 ft.
10 ft.
50 ft.
0 ft.
2
6
6
1
0 ft.
3

The Bridge

Encounter Level 17 (8,000 XP)

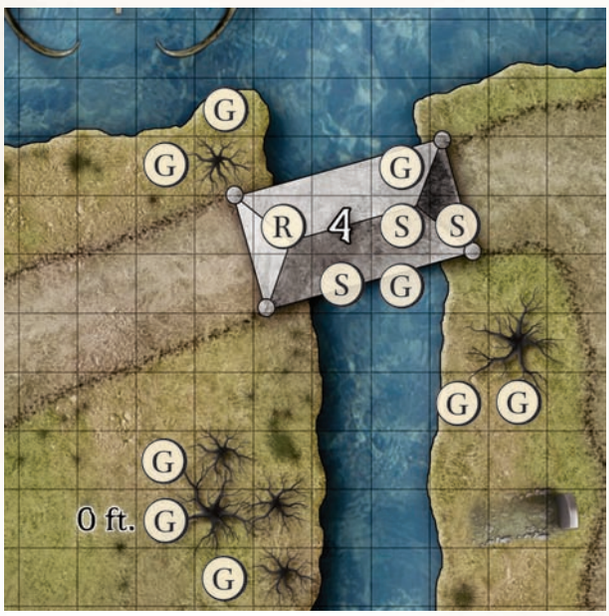
Setup

1 bodak reaver (R)
3 bodak skulks (S)
9 horde ghouls (G)

The undead are hidden at the start of this encounter. Have the players place their miniatures as appropriate for their marching order. Provide the read-aloud text, and then place only the undead that the PCs have detected, if any—the bodak reaver, the horde ghouls, or both. The bodak skulks are invisible; even if the PCs detect their presence, their exact location is unknown until they resume normal form to attack.

The reaver and the skulks are clinging to the rafters of the bridge, hiding amid the shadows above. The two ghouls positioned on the bridge on the encounter map are clinging to the underside of the bridge. The other ghouls are hiding behind trees or clinging to the trunks.

The starting positions marked on the map are accurate only if the PCs spot the undead while they're hiding. If the undead do not appear until they attack, position them as appropriate for the circumstances. The attack begins either when one PC reaches the far side of the river or when half the PCs are on the bridge. Any undead not detected by the PCs gain a surprise round.



When the bodaks drop from above, read:
From the rafters above you, a quartet of dark, murky humanoids drops to the ground, landing in an animalistic, four-limbed crouch before rising to their feet. Milk-white eyes glare at you above a mouth gaping in an eternal scream.

When the ghouls attack, read:
From beneath the bridge and around the nearby trees scrabble a horde of mottled corpses. Their mouths bulge with oversized fangs, and their claws click hungrily together in time to their predatory lope.

Perception Check
DC 21: *As you set foot on the bridge, you cannot help but note signs of movement around the various dead trees nearby.* (With this result, the ghouls by the trees do not get a surprise round.)
DC 25: *You suddenly spot movement in the rafters above you, almost invisible amid the shadows.* (With this result, the bodak reaver does not get a surprise round.)
DC 26: *You just make out the signs of scrabbling below you, barely visible or audible between the slats of wood.* (With this result, the ghouls clinging to the underside of the bridge do not get a surprise round.)
DC 32: *Something other than the figure you've already seen skitters in the rafters above. You see nothing, but you can hear it—just barely—over the water rushing below.* (With this result, the bodak skulks do not get a surprise round.)

Bodak Reaver (R)	**Level 18 Soldier**
Medium shadow humanoid (undead)	XP 2,000
Initiative +16 **Senses** Perception +17; darkvision	
Agonizing Gaze (**Fear, Gaze, Necrotic**) aura 5; a creature in the aura that makes a melee or a ranged attack against the bodak reaver takes 5 necrotic damage before the attack roll is made and takes a -2 penalty to the attack roll.	
HP 175; **Bloodied** 87	
AC 31; **Fortitude** 31, **Reflex** 30, **Will** 31	
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 5 radiant; a bodak reaver that takes radiant damage cannot weaken a target until the end of its next turn.	
Speed 5	
(+) **Greataxe** (standard; at-will) ✦ **Necrotic, Weapon** +23 vs. AC; 1d12 + 6 damage (crit 2d12 + 18) plus 1d8 necrotic damage, and the target is dazed and weakened (save ends both).	
Death Gaze (standard; encounter) ✦ **Gaze, Necrotic** Ranged 10; targets a living creature; +20 vs. Fortitude; if the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 1d6 + 6 necrotic damage and loses one healing surge.	
Death Drinker If a living creature is reduced to 0 hit points within 5 squares of the bodak reaver, the reaver gains a +1 bonus to attack rolls until the end of its next turn, as well as 15 temporary hit points.	
Alignment Evil **Languages** Common	
Str 22 (+15) **Dex** 21 (+14) **Wis** 16 (+12)	
Con 23 (+15) **Int** 10 (+9) **Cha** 23 (+15)	
Equipment plate armor, greataxe	

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3 Bodak Skulks (S) **Level 16 Lurker**
Medium shadow humanoid (undead) XP 1,400 each

Initiative +16 **Senses** Perception +10; darkvision
Agonizing Gaze (**Fear, Gaze, Necrotic**) aura 5; a creature in the aura that makes a melee or a ranged attack against the bodak skulk takes 5 necrotic damage before the attack roll is made and takes a -2 penalty to the attack roll.
HP 124; **Bloodied** 62
AC 29; **Fortitude** 29, **Reflex** 27, **Will** 29
Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant; a bodak skulk that takes radiant damage cannot weaken a target until the end of its next turn.
Speed 6

⊕ **Slam** (standard; at-will) ✦ **Necrotic**
+21 vs. AC; 1d6 + 5 damage plus 2d6 necrotic damage, and the target is weakened until the end of the bodak skulk's next turn.

↛ **Death Gaze** (standard; encounter) ✦ **Gaze, Necrotic**
Ranged 10; targets a living creature; +19 vs. Fortitude; if the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 1d6 + 6 necrotic damage and loses one healing surge.

Spectral Form (standard; at-will)
The bodak skulk turns invisible and gains the insubstantial and phasing qualities. It can do nothing but move in its spectral form, and it can return to its normal form as a free action.

Alignment Evil **Languages** Common
Str 21 (+13) **Dex** 19 (+12) **Wis** 15 (+10)
Con 22 (+14) **Int** 6 (+6) **Cha** 23 (+14)

9 Horde Ghouls (G) **Level 13 Minion**
Medium natural humanoid (undead) XP 200 each

Initiative +11 **Senses** Perception +7; darkvision
HP 1; a missed attack never damages a minion.
AC 25; **Fortitude** 22, **Reflex** 24, **Will** 20
Immune disease, poison; **Resist** 10 necrotic
Speed 8, climb 4

⸸ **Claws** (standard; at-will)
+16 vs. AC; 6 damage, and the target is immobilized (save ends).

Alignment Chaotic evil **Languages** Common
Skills Stealth +16
Str 17 (+8) **Dex** 22 (+11) **Wis** 14 (+7)
Con 18 (+9) **Int** 13 (+6) **Cha** 15 (+7)

Tactics

The fight proceeds as follows.

Round 1: Each bodak skulk returns to its normal form and attacks a different PC, hoping to render several susceptible to being weakened by their *death gaze*. The ghouls try to immobilize a character not already targeted by the bodaks. The reaper leaps into battle with its greataxe.

Round 2: If the bodaks have weakened at least a few PCs, they switch to gaze attacks in this round; otherwise, they continue melee, as do the ghouls.

Round 3+: The undead continue melee. If possible, the ghouls attempt to bull rush immobilized enemies into the river or over the cliff. Otherwise, flanking and mob attacks are the extent of their tactics.

Features of the Area

Illumination: The cemetery is illuminated by an unvarying ambient gray dim light.

Cliff: On the north side of the bridge, a cliff drops 50 feet to the lake below. The cliff face can be climbed with a DC 20 Athletics check.

Rafters: The PCs can climb up to the rafters by making a DC 15 Athletics check. The beams in the rafters are wide enough to fight from without requiring further checks.

Slow-Flowing Water: The PCs can swim the river with a DC 15 Athletics check. The water is slow and the current is weak, but the chill and the oily texture make swimming a bit more difficult than normal.

Trees: Each of the trees occupies 1 square. They provide cover and require a DC 15 Athletics check to climb.

The Dead Travel Fast

Encounter Level 17 (9,200 XP)

Setup

Tzevokalas, thief of life (T)
2 sword wraiths (S)

When they reach area 8, the PCs have a moment–and only a moment–to get their bearings before combat begins. If they enter as a group, have them place their miniatures on the map. If they enter one by one, or if someone falls through a tunnel from a mausoleum, place only that PC's miniature on the map. Provide the read-aloud text, then place Tzevokalas on the map, followed by the two sword wraiths.

When the fight begins, read:
From the center of the cavern, a terrible dragon takes to the air. Its flesh is dull, yet its eyes, though sunken, gleam with deathless vigor.

When the wraiths attack, read:
From the cavern's shadows, phantasmal shapes flicker into being and make sudden, vicious lunges.

Perception Check
DC 30: *A pair of ghostly figures clutching jagged blades linger near one of the broken coffins protruding from the soft earth.*

Tzevokalas (T)	**Level 15 Solo Skirmisher**
Thief of life	
Large natural magical beast (dragon, undead)	XP 6,000
Initiative +12	**Senses** Perception +16; darkvision
HP 730; **Bloodied** 365; see also *bloodied breath*	
Regeneration 15 (regeneration does not function while the thief of life is exposed to sunlight)	
AC 33; **Fortitude** 31, **Reflex** 30, **Will** 30	
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant	
Saving Throws +5	
Speed 8, fly 8; see also *fly to feast*	
Action Points 2	
⨧ **Bite** (standard; at-will)	
Reach 2; +20 vs. AC; 2d8 + 7 damage, and the target takes ongoing 10 damage (save ends).	
⨧ **Claw** (standard; at-will)	
Reach 2; +20 vs. AC; 2d8 + 7 damage.	
⨧ **Hunger Frenzy** (standard; at-will)	
The thief of life makes a bite attack and two claw attacks. The claw attacks must target two different enemies.	
Compelling Gaze (immediate reaction, when attacked; recharges when first bloodied) ✦ **Charm**	
Ranged 10; +18 vs. Will; the target is dazed and is pulled 5 squares at the start of its turn (save ends both). This attack does not provoke opportunity attacks.	
Breath Weapon (standard; encounter) ✦ **Healing**	
Close blast 5; +18 vs. Reflex (+20 against bloodied targets); 2d8+6 damage, and the thief of life regains 30 hit points. It regains only 30 hit points regardless of how many targets are hit. *Miss:* Half damage, and the thief of life does not regain hit points.	
Bloodied Breath (free, when first bloodied; encounter) ✦ **Healing**	
The thief of life's *breath weapon* recharges, and the thief of life uses it immediately.	
Fly to Feast (move; at-will) ✦ **Teleportation**	
The thief of life teleports 20 squares. It must end its move adjacent to a bloodied enemy.	
Mist Form (standard; encounter) ✦ **Polymorph**	
The thief of life becomes insubstantial but cannot make attacks. It can remain in mist form for up to 1 hour or end the effect as a minor action.	
Alignment Evil	**Languages** Common, Draconic
Skills Nature +16, Stealth +15	
Str 24 (+14)	**Dex** 17 (+10) **Wis** 18 (+11)
Con 20 (+12)	**Int** 17 (+10) **Cha** 16 (+10)

JASON A. ENGLE

2 Sword Wraiths (S)	Level 17 Lurker
Medium shadow humanoid (undead)	XP 1,600 each

Initiative +19 **Senses** Perception +14; darkvision
Regeneration 10 (if the sword wraith takes radiant damage, regeneration is negated until the end of the sword wraith's next turn)
HP 90; **Bloodied** 45; see also *death strike*
AC 30; **Fortitude** 29, **Reflex** 30, **Will** 32
Immune disease, poison; **Resist** 20 necrotic, insubstantial; **Vulnerable** 10 radiant (see also *regeneration* above)
Speed fly 8 (hover); phasing; see also *shadow glide*

⊕ **Shadow Sword** (standard; at-will) ✦ **Necrotic**
+20 vs. Reflex; 2d8 + 7 necrotic damage, and the target is weakened (save ends).

⸸ **Death Strike** (when reduced to 0 hit points) ✦ **Necrotic**
The sword wraith shifts 4 squares and makes a melee basic attack, dealing 2d8 extra necrotic damage on a hit.

Combat Advantage ✦ **Necrotic**
The sword wraith deals 2d6 extra necrotic damage against any target it has combat advantage against.

Shadow Glide (move; encounter)
The sword wraith shifts 6 squares.

Spawn Wraith
Any humanoid killed by a sword wraith rises as a free-willed sword wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

Alignment Chaotic evil **Languages** Common
Skills Stealth +20

Str 14 (+10)	**Dex** 24 (+15)	**Wis** 12 (+9)
Con 18 (+12)	**Int** 11 (+8)	**Cha** 24 (+15)

Tactics

Round 1: Tzevokalas doesn't use his breath weapon initially; he reserves it until he has taken at least enough damage to benefit from regaining the 30 hit points the breath provides. Instead, it focuses its *hungry frenzy* on one PC, then spends an action point to do the same thing again to the same PC. He commands the sword wraiths to keep the other PCs busy while he tries to take down his chosen target.

Round 2+: Once he is wounded in subsequent rounds, Tzevokalas positions himself to use his breath weapon on the largest number of PCs possible (though not at the cost of opening itself to opportunity attacks). He does not care if his sword wraith allies are caught in his breath. If his foe manages to get too far away from it, Tzevokalas uses *fly to feast* to teleport right back next to the creature he has decided will be his next meal.

If Tzevokalas is reduced to one-quarter of his hit points, he takes mist form and flees the fight, ordering the shadow wraiths, if any are yet animate, to guard his escape.

Features of the Area

Illumination: There is no light in the tunnels underneath the cemetery aside from what the PCs bring with them.

Broken Coffins (area 8): These coffins have fallen from the surrounding earth and shattered. The squares are difficult terrain. The coffin marked "a" contains the hidden treasure.

Falling Soil (area 8): Several small cascades of soil constantly fall from the ceiling. These areas are difficult terrain, and anyone standing in such a square takes a –2 penalty to ranged and area attack rolls and a –5 penalty to Perception checks.

Ledge (area 8): The ledges in the cavern require a DC 20 Athletics check to climb.

Holes (area 7): Each tunnel drops 30 feet to the ceiling of area 8, which is 20 feet above the floor of that chamber. A tunnel can be climbed with a DC 20 Athletics check.

HEART OF DARKNESS

A lair for five 18th-level adventurers

In the depths of the Underdark, an elder purple dragon and his minions dwell in a complex of twisting passages and almost organic contours. The people of the surface might claim that the beast is no danger as long as he stays below, but dwarves and other deep dwellers who have suffered his depredations disagree.

History

Only the eldest dwarf sage recalls that these caverns were once home to a clan of beholders that carved them from living rock. What happened to those creatures, no one can say, but their home did not remain abandoned long. For over a century, the purple dragon Orukurtz has used the Heart of Darkness as his home and the center of his ever-expanding territory.

Environment

The stone floors are normal terrain, and ledges require a DC 27 Athletics check to climb, unless noted otherwise.

Scattered on the walls and floors are patches of phosphorescent fungus that infuse the area with dim light. As such, all squares not otherwise illuminated (by a light source the characters bring with them) are lightly obscured, granting concealment to creatures in them. The area descriptions and tactics discussions assume that the PCs bring a source of bright light with them (enabling them to see normally within the radius of that light, but also denying them concealment).

The caverns and passageways constantly twist and slope, running under, over, and around each other. Elevation shifts are shown on the map. The caves have stalagmites and columns, but none have stalactites; Orukurtz has broken them off to make flying easier.

Approaching the Caverns

Until the PCs enter the lair, nothing suggests that the caves ahead of them are different from those behind. The descriptions below assume that the PCs come from above (either of the two passages marked 1), not from deeper in the Underdark.

Orukurtz in Battle

The elder purple dragon is a canny strategist and rarely, if ever, engages in a straightforward battle. In some ways, the Heart of Darkness is not only a set of individual encounters but also a single running encounter with frequent interruptions.

In each encounter presented below, Orukurtz appears briefly several rounds into the fight. He launches a single round's worth of attacks (or perhaps two, if the PCs try to impede his escape), and then departs again.

Until the end of the battle, use the dice to determine when and if the dragon returns, in the same fashion as determining when a power recharges. Roll d6; on a result of 5 or 6, the dragon reappears. (Do not roll on the round following his departure from the battle; the dragon is absent for at least 1 round as he makes his way through the twisting tunnels of his lair.) Each time that Orukurtz appears, his tactics are similar: He attacks briefly and then departs. Specific tactics are detailed in the encounter spreads; use these as examples to determine the dragon's behavior in any optional encounters that you use.

Assume that each time the dragon appears in a single area, his *breath weapon*, *bloodied breath*, and *frightful presence* have recharged.

When the dragon reappears, he can do so through any of the entryways to the combat area. He knows his lair well enough to speed through it, and he appears from whichever entrance is most tactically advantageous. Alternatively, he might phase in through a wall if doing so grants him combat advantage. Otherwise, he uses his phasing movement purely for escape.

Orukurtz never rejoins an ongoing combat after all the other monsters are dead. It's easy enough to hear the sounds of battle—or lack thereof—so PCs who kill their opposition and then sit with readied actions, waiting for the wyrm to reappear, are doomed to disappointment.

Because of this running battle, each encounter has three possible level ratings.

- The initial encounter level assumes that the PCs spend most of their time battling the other creatures present, but that Orukurtz makes appearances as described above. On the average the dragon fights for roughly one out of every three rounds, so this level treats him as a hazard and uses one-fifth of a level 19 solo's normal XP (2,400 XP).
- The second (the lowest) encounter level is the level of the encounter if Orukurtz does not appear, whether because he has been slain, he has fled the lair, or the PCs have somehow blocked his access to the area.
- The third (the highest) encounter level is the level of the encounter if Orukurtz chooses to stay and fight, rather than continue to depart and come back. He does so if the fight is the last one remaining in the lair—that is, if the PCs have defeated all other tactical encounters, as well as any optional encounters that you choose to include. (Other circumstances under which the dragon might stay and fight to the end are provided in the tactical encounters.) The PCs gain full experience points for Orukurtz (12,000 XP) when the dragon

is finally slain or defeated. That XP amount is included in this encounter level.

Area 1: Arteries of Stone

The PCs have entered the outer reaches of the Heart of Darkness.

If the PCs succeed on a DC 27 Perception check, read:

Barely visible on the dusty floor are occasional scuffs, bits of broken rock, and crushed fungi. These passages apparently have seen a fair amount of use.

Area 2: Point of No Return

From this point, any light carried by the PCs becomes visible to the inhabitants of area 5, making it impossible to catch Orukurtz by surprise.

Area 3: The Gauntlet

This cavern looks as harmless as the previous passageways, but appearances can be deceiving.

When the PCs enter, read:

The passageway broadens into a lengthy cavern. Several stone columns stand beside the walls, dripping with condensation. Patches of sickly-looking mushrooms have sprouted in the damp earth, filling the air with a miasma almost like that of rotting meat.

Optional: Running the Gauntlet

Level 17 Encounter (9,600 XP)

- 1 purplespawn nightmare (level 17 lurker)
- 2 roper lashers (level 16 elite controller; use statistics from "The Beating Heart," below)
- Orukurtz, elder purple dragon, sporadically (level 19 solo controller)

Perception Checks

Use these checks only if you plan to make use of the optional encounter.

DC 32: The PCs spot the purplespawn nightmare. Read:

Lurking almost invisibly in the shadows is a sinewy creature of deep purple hue, crouching on all fours. Its skin flexes and flows like that of a snake, and its barbed tail twitches as it realizes that you have spotted it.

DC 36: The PCs spot the ropers. Read:

The faintest hint of movement and the light reflecting off a narrowly slitted eye suggest that two of the rock formations in this cavern might not be rocks at all, but living creatures.

Orukurtz has set up a surprise for intruders who think that they have found an easy way into his lair's winding corridors. As in the tactical encounters, Orukurtz appears only after a few rounds of combat and continues to attack, depart, and return on a roll of 5–6 on a d6. Unlike in the tactical encounters, he never lands to engage in melee because the cavern is (for him) too tight for comfort. He attacks only from the air, and if the PCs demonstrate any capabilities (such as immobilizing spells) that might trap him here despite his phasing ability, he departs and does not return to this encounter.

Features of the Area

The following features likely affect play only if you run the optional encounter.

Odorous Mushrooms: Any living creature that begins its turn in this square inhales the fumes of mushrooms crushed beneath its feet. As a result, the creature becomes distracted, granting combat advantage to all enemies, until the end of its next turn. The inhabitants of the lair have developed a tolerance to the fumes and are unaffected.

Sloped Floor: A square of sloped floor is difficult terrain if it is entered by someone ascending the slope. A sloped square is normal terrain if it is entered by someone descending the slope.

Stone Columns: Each column occupies 1 square. Climbing a column requires a DC 27 Athletics check.

Area 4: Central Overlook

Other than their heights, all these ledges are similar.

When the PCs step onto a ledge, read:

You find yourself on a small stone ledge, staring out over a cavern of truly enormous proportions. Your light doesn't even begin to illuminate the entire chamber.

Feel free to add the description from area 5 if you think that the PCs would be able to see it, but keep in mind that they cannot see any of the creatures from this vantage point.

Optional: Flyby!

Level 9 Encounter (XP 2,400)

- Orukurtz, elder purple dragon, 1 or 2 rounds only (level 19 solo controller)

If the PCs remain on one of these ledges for more than a few moments, their light giving away their position, the dragon might make a single strike. He draws just near enough the party to use his *breath weapon*, then retreats in the following round. He does not reappear again in this location.

Area 5: The Central Chamber (Level 18, 17, or 22)

The center of the dragon's lair is truly an astounding cavern.

When the PCs enter the chamber, read:

Many villages are smaller than this cavern. Even the tiniest sound seems to echo forever, and you cannot begin to see the far side.

When the PCs approach the center of the chamber, they trigger the tactical encounter.

Tactical Encounter: "The Beating Heart," page 130.

Development: If Orukurtz is slain, any surviving monsters from area 6 congregate here (as well as the purplespawn nightmare from area 3, if you have chosen to include the optional encounter there).

Treasure: Orukurtz's hoard is hidden in a concealed compartment beneath the stalagmites directly northwest of the crevice (area 8). The PCs can locate the compartment with a DC 32 Perception check and open it with either a DC 32 Thievery check or a DC 27 Strength check. The hoard includes 40,000 gp in various coinage; a platinum crown with a mounted emerald worth 10,000 gp; a delicate chain of gold and mithral links worth 6,000 gp; a wooden chest containing two *potions of vitality*, a *ring of wizardry*, and a *shield of deflection* (paragon tier) that Orukurtz was hoping to have modified someday so that a dragon could carry and make use of it without penalty.

Area 6: Side Chamber (Level 19, 17, or 22)

This cavern is the quarters of Orukurtz's servants.

When the PCs enter the chamber, read:

Though this chamber is not the largest you have seen, it is prodigious indeed—about a hundred feet long and over half that in width. Stalagmites and mushrooms litter the floor.

If the PCs make a DC 26 Perception check, read:

Beneath the scent of mold and fungi, the air smells faintly of wet dog.

The PCs trigger the tactical encounter if they approach the center of the cavern.

Tactical Encounter: "Something on the Side," page 132.

Area 7: Yet Another Overlook

The ledge is identical to those in area 4, except that it overhangs area 6 rather than area 5.

If the PCs approach from area 10, the primal storm that normally lurks here quickly flies into area 6. Allow the PCs a DC 27 Perception check to spot something moving up ahead.

Area 8: Falling Farther In

The edge of a crevice protrudes into Orukurtz's lair.

When the PCs approach the crevice, read:

Ahead of you the ground gapes open, as though wounded in ancient days by the blade of an angry god. The shadows make it difficult to determine how far the crevice drops.

If a PC falls or climbs down the crevice, read:

The crevice descends about 40 feet to an uneven, rocky floor. Other than bits of fungi clinging to the floors and walls, there is little to see here. The crevice extends to the southeast, beyond the edges of the cavern above.

Optional: Creepy Crawlies

Level 17 or 22 Encounter (XP 9,600 or 21,600)

- 3 enormous carrion crawlers (level 17 elite controller)
- Orukurtz, elder purple dragon (level 19 solo controller)

The crevice isn't as empty as it first appears. The scavengers in it have tangled with Orukurtz enough to know that they should leave him and his minions alone, but anyone else is fair game.

If Orukurtz is still alive, he appears here only if the PCs have already defeated everything else in the lair.

Features of the Area

The following feature likely affects play only if you run the optional encounter.

Odorous Mushrooms: Any living creature that begins its turn in this square inhales the fumes of mushrooms crushed beneath its feet. As a result, the creature becomes distracted, granting combat advantage to all enemies, until the end of its next turn. The inhabitants of the lair have developed a tolerance to the fumes and are unaffected.

Area 9: Darkened Veins

These ledges emerge from the crevice walls but are otherwise like those in area 4. The southern ledge leads to a passage that winds deeper into the Underdark.

Area 10: Down the Hole

This hole drops 40 feet down into area 5. From the top of the hole, the PCs can see anything that they could see from one of the ledges in area 4 (assuming they have an appropriate light source).

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One Square = 5 feet
Heart of Darkness

The Beating Heart

Encounter Level 18 (10,400 XP)

Setup

1 primal storm (P)
1 roper lasher (R)
2 savage minotaurs (M)
Orukurtz, elder purple dragon (O), sporadically

Encounter Level 17 (8,000 XP), subtract:
Orukurtz, elder purple dragon, does not appear

Encounter Level 22 (20,000 XP), add:
Orukurtz, elder purple dragon (O), stays and fights until defeated

Provide the read-aloud text, and then place the primal storm on the map. Place the savage minotaurs and the roper only if the PCs notice them; otherwise, keep them off the map until they attack. Do not place Orukurtz until he enters the chamber in round 2 of combat; he flies into the cavern from whichever entrance is tactically advantageous.

When the PCs approach the middle of the chamber, read:
A roughly dragon-shaped mass of purple energy advances toward you.

Perception Check
DC 19: *Lurking in the shadows are a pair of shaggy, bull-headed humanoids the size of ogres.*
DC 26: *Near the center of the cavern, a hole in the ceiling might connect to an upper chamber.*
DC 36: *A tiny movement from one large stalagmite warns that it might be a living creature.*

2 Savage Minotaurs (M) **Level 16 Brute**
Large natural humanoid XP 1,400 each

Initiative +9 **Senses** Perception +19; darkvision
HP 190; **Bloodied** 95; see also *ferocity*
AC 28; **Fortitude** 32, **Reflex** 26, **Will** 29
Speed 8

⊕ **Greataxe** (standard; at-will) ✦ **Weapon**
Reach 2; +19 vs. AC; 2d8 + 7 damage (crit 4d8 + 23), and the target is pushed 1 square.

↓ **Goring Charge** (standard; at-will)
The savage minotaur makes a charge attack: +20 vs. AC; 2d6 + 7 damage, and the target is knocked prone.

↓ **Thrashing Horns** (standard, usable only when charging; at-will)
+19 vs. AC; 2d6 + 7 damage, and the target slides 2 squares.

Ferocity (when reduced to 0 hit points)
The savage minotaur makes a melee basic attack.

Alignment Chaotic evil **Languages** Common
Skills Dungeoneering +14, Intimidate +14, Nature +14
Str 24 (+15) **Dex** 12 (+9) **Wis** 19 (+12)
Con 20 (+13) **Int** 5 (+5) **Cha** 12 (+9)
Equipment greataxe

Primal Storm, purple dragon (P) **Level 19 Artillery**
Large natural animate (construct) XP 2,400

Initiative +17 **Senses** Perception +13; tremorsense 5
HP 140; **Bloodied** 70
AC 31; **Fortitude** 29, **Reflex** 31, **Will** 29
Immune poison; **Resist** 30 psychic
Speed 10, fly 4

⊕ **Slam** (standard; at-will) ✦ **Psychic**
Reach 2; +25 vs. AC; 2d8 + 8 psychic damage.

Psychic Bolt (standard; at-will) ✦ **Psychic**
The primal storm targets up to three creatures; the first target must be within 20 squares of the primal storm, the second target within 10 squares of the first, and the third target within 10 squares of the second; +21 vs. Reflex; 2d6 + 8 psychic damage, and the target is dazed until the end of its next turn. *Miss:* Half damage, and the target is not dazed.

Psychic Step (standard; recharge ⚅) ✦ **Psychic, Teleportation**
Close burst 2; +21 vs. Reflex; 2d6 + 8 psychic damage, and the target is dazed until the end of its next turn. *Miss:* Half damage, and the target is not dazed. *Effect:* The primal storm teleports 8 squares after making this attack.

Alignment Unaligned **Languages** –
Str 17 (+12) **Dex** 26 (+17) **Wis** 19 (+13)
Con 20 (+14) **Int** 7 (+7) **Cha** 7 (+7)

Roper Lasher (R) **Level 16 Elite Controller**
Large elemental magical beast (earth) XP 2,800

Initiative +10 **Senses** Perception +12; darkvision
HP 316; **Bloodied** 158
AC 32; **Fortitude** 31, **Reflex** 26, **Will** 28
Immune petrification
Saving Throws +2
Speed 2, climb 2 (spider climb)
Action Points 1

⊕ **Tentacle** (standard; at-will) ✦ **Poison**
Reach 10; +18 vs. Reflex; 2d10 + 5 damage, and the target is grabbed (until escape or until the tentacle is hit; see *tentacle grab*). While the target is grabbed, it is also weakened.

↓ **Tentacle Lash** (standard; at-will) ✦ **Poison**
The roper makes two tentacle attacks; if either hit, and It has at least one free tentacle, It can make a third attack.

↓ **Reel** (minor 2/round; at-will)
The roper makes an attack against a creature it has grabbed; +18 vs. Fortitude; on a hit, the target is pulled 5 squares. The roper can use this power only against a grabbed target once per turn.

↓ **Bite** (standard; at-will)
+20 vs. AC; 2d10 + 12 damage.

Stony Body
A roper that does not move, retracts its tentacles, and keeps its eye and mouth closed resembles a jagged rock formation, stalagmite, or stalactite. In this form, the roper can be recognized with a successful DC 32 Perception check.

Tentacle Grab
The roper can attack and grab with up to two tentacles at a time. While grabbing an enemy, it can act normally, but it can't use that tentacle for another attack. Enemies can attack the tentacle to make the roper let go of a grabbed creature; the tentacle's defenses are the same as the roper's. An attack that hits the tentacle does not harm the roper but causes it to let go and retract the tentacle.

Alignment Evil **Languages** Primordial
Skills Stealth +13
Str 20 (+13) **Dex** 15 (+10) **Wis** 18 (+12)
Con 22 (+14) **Int** 11 (+8) **Cha** 9 (+7)

Orukurtz (O) **Level 19 Solo Controller**
Elder purple dragon
Huge natural magical beast (dragon) XP 12,000

Initiative +15 **Senses** Perception +14; darkvision
HP 895; **Bloodied** 447; see also *bloodied breath*
AC 37; **Fortitude** 33, **Reflex** 35, **Will** 37
Resist 25 psychic
Saving Throws +5
Speed 9, fly 9 (hover), overland flight 18; phasing
Action Points 2

Bite (standard; at-will) ✦ **Psychic**
Reach 3; +24 vs. AC; 2d6 + 4 damage, and the target takes ongoing 15 psychic damage (save ends).

Claw (standard; at-will)
Reach 3; +24 vs. AC; 2d8 + 4 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Phasing Strike (immediate reaction, when an enemy ends its turn within 3 squares of the dragon; at-will) ✦ **Psychic**
The dragon attacks the triggering creature; reach 3; +23 vs. Will; 2d6 + 4 psychic damage, and the target is pushed 5 squares. The target gains the phasing quality during this forced movement.

Nightmare Gaze (minor; at-will) ✦ **Charm, Gaze, Psychic**
Ranged 10; targets a stunned or dazed creature; +23 vs. Will; the target is dominated (save ends). A creature dominated by this effect must attack an ally on its turn or take 20 psychic damage at the end of its turn (even if it saves against this effect).

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Psychic**
Close blast 10; +23 vs. Fortitude; 2d10 + 8 psychic damage, and the target takes ongoing 10 psychic damage and is dazed (save ends both). *Miss:* Half damage, and the target is not dazed and does not take ongoing damage. Each time the target fails the saving throw against this effect, the purple dragon can slide it 5 squares.

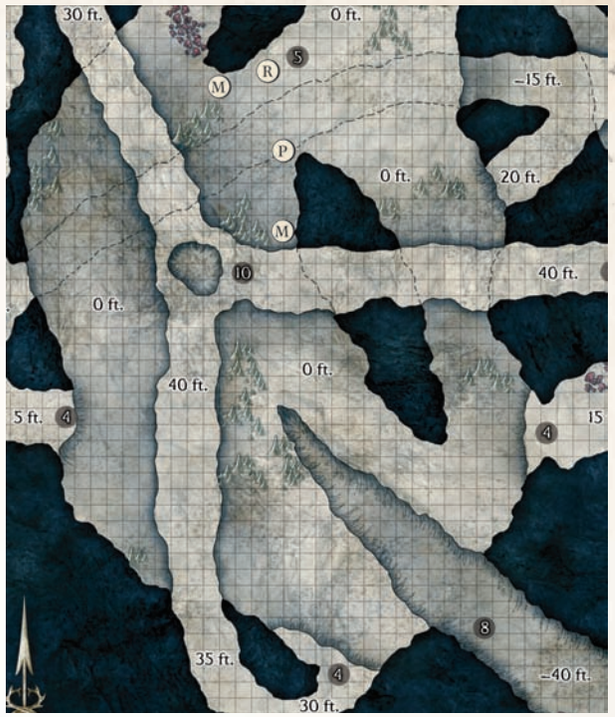
Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Harmed by Sunlight
An elder purple dragon that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it also takes 223 damage.

Alignment Evil **Languages** Common, Draconic
Skills Bluff +22, Diplomacy +22, Intimidate +22, Dungeoneering +19, Insight +19

Str 19 (+13)	**Dex** 22 (+15)	**Wis** 21 (+14)
Con 19 (+13)	**Int** 21 (+14)	**Cha** 27 (+17)



Tactics

The PCs are in for quite a fight.

Round 1: The primal storm snipes PCs at range from behind cover.

The roper uses its tentacles to move PCs into the primal storm's range, into melee with the minotaurs, or into clumps where the dragon can breathe on them.

Each minotaur charges the nearest enemy.

Round 2: Orukurtz flies into the cavern from whichever entrance is most tactically advantageous. If several PCs are grouped near his allies, he uses his *frightful presence*, hoping to leave them vulnerable. He might spend an action point to use his *breath weapon* as well.

Round 3+: Orukurtz focuses on breath attacks, using his abilities as appropriate. The dragon flees if bloodied.

Features of the Area

Illumination: None.

Ledges: Multiple ledges (areas marked 4) lead up to various corridors or down into the crevice (area 8). A hole in the ceiling leads up to area 10.

Odorous Mushrooms: Any living creature that begins its turn in this square inhales the fumes of mushrooms crushed beneath its feet. As a result, the creature becomes distracted, granting combat advantage to all enemies, until the end of its next turn. The inhabitants of the lair have developed a tolerance to the fumes and are unaffected.

Small Stalagmites: Squares that contain small stalagmites are difficult terrain. In addition, anyone knocked prone in such a square takes 1d6 damage.

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Something on the Side

Encounter Level 19 (12,152 XP)

Setup

1 primal storm (P)
4 grimlock followers (G)
2 firebred hell hounds (H)
Orukurtz, elder purple dragon, sporadically (O)

Encounter Level 17 (9,752 XP), subtract:
Orukurtz, elder purple dragon, does not appear

Encounter Level 22 (21,752 XP), add:
Orukurtz, elder purple dragon, stays and fights until defeat (O)

Provide the read-aloud text, then place the primal storm, two firebred hell hounds, and four grimlock followers as shown on the map. (If the PCs enter through area 7, place the primal storm at the blue "P"; otherwise, place it at the red "P.") Do not place Orukurtz until he enters the chamber on round 3 of combat; he flies into the cavern from whichever entrance is tactically advantageous.

When the PCs enter the chamber, read:
A roughly dragon-shaped mass of purple energy advances toward you. Across the cavern are a quartet of gray-skinned humanoids and two great hounds.

Primal Storm, purple dragon (P) **Level 19 Artillery**
Large natural animate (construct) XP 2,400

Initiative +17 **Senses** Perception +13; tremorsense 5
HP 140; **Bloodied** 70
AC 31; **Fortitude** 29, **Reflex** 31, **Will** 29
Immune poison; **Resist** 30 psychic
Speed 10, fly 4

Slam (standard; at-will) ✦ **Psychic**
Reach 2; +25 vs. AC; 2d8 + 8 psychic damage.

Psychic Bolt (standard; at-will) ✦ **Psychic**
The primal storm targets up to three creatures; the first target must be within 20 squares of the primal storm, the second target within 10 squares of the first, and the third target within 10 squares of the second; +21 vs. Reflex; 2d6 + 8 psychic damage, and the target is dazed until the end of its next turn. *Miss:* Half damage, and the target is not dazed.

Psychic Step (standard; recharge ⚅) ✦ **Psychic, Teleportation**
Close burst 2; +21 vs. Reflex; 2d6 + 8 psychic damage, and the target is dazed until the end of its next turn. *Miss:* Half damage, and the target is not dazed. *Effect:* The primal storm teleports 8 squares after making this attack.

Alignment Unaligned **Languages** –
Str 17 (+12) **Dex** 26 (+17) **Wis** 19 (+13)
Con 20 (+14) **Int** 7 (+7) **Cha** 7 (+7)

Orukurtz (O) **Level 19 Solo Controller**
Elder purple dragon
Huge natural magical beast (dragon) XP 12,000

Initiative +15 **Senses** Perception +14; darkvision
HP 895; **Bloodied** 447; see also *bloodied breath*
AC 37; **Fortitude** 33, **Reflex** 35, **Will** 37
Resist 25 psychic
Saving Throws +5
Speed 9, fly 9 (hover), overland flight 18; phasing
Action Points 2

Bite (standard; at-will) ✦ **Psychic**
Reach 3; +24 vs. AC; 2d6 + 4 damage, and the target takes ongoing 15 psychic damage (save ends).

Claw (standard; at-will)
Reach 3; +24 vs. AC; 2d8 + 4 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Phasing Strike (immediate reaction, when an enemy ends its turn within 3 squares of the dragon; at-will) ✦ **Psychic**
The dragon attacks the triggering creature; reach 3; +23 vs. Will; 2d6 + 4 psychic damage, and the target is pushed 5 squares. The target gains the phasing quality during this forced movement.

Nightmare Gaze (minor; at-will) ✦ **Charm, Gaze, Psychic**
Ranged 10; targets a stunned or dazed creature; +23 vs. Will; the target is dominated (save ends). A creature dominated by this effect must attack an ally on its turn or take 20 psychic damage at the end of its turn (even if it saves against this effect).

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Psychic**
Close blast 10; +23 vs. Fortitude; 2d10 + 8 psychic damage, and the target takes ongoing 10 psychic damage and is dazed (save ends both). *Miss:* Half damage, and the target is not dazed and does not take ongoing damage. Each time the target fails the saving throw against this effect, the purple dragon can slide it 5 squares.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Harmed by Sunlight
An elder purple dragon that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it also takes 223 damage.

Alignment Evil **Languages** Common, Draconic
Skills Bluff +22, Diplomacy +22, Intimidate +22, Dungeoneering +19, Insight +19
Str 19 (+13) **Dex** 22 (+15) **Wis** 21 (+14)
Con 19 (+13) **Int** 21 (+14) **Cha** 27 (+17)

2 Firebred Hell Hounds (H)	Level 17 Brute
Medium elemental beast (fire)	XP 1,600 each

Initiative +10 **Senses** Perception +17; darkvision
Fire Shield (Fire) aura 1; any creature that enters or begins its turn in the aura takes 1d10 fire damage.
HP 205; **Bloodied** 102
AC 30; **Fortitude** 30, **Reflex** 28, **Will** 29
Resist 40 fire
Speed 8
⊕ **Bite** (standard; at-will) ✦ **Fire**
+20 vs. AC; 1d10 + 6 plus 1d10 fire damage.
Fiery Breath (standard; recharge ⚅ ⚄ ⚃) ✦ **Fire**
Close blast 3; +18 vs. Reflex; 4d6 + 7 fire damage.
Fiery Burst (standard; recharge ⚃) ✦ **Fire**
Close burst 3; +18 vs. Reflex; 4d10 + 7 fire damage.
Alignment Unaligned **Languages** –

Str 22 (+14)	**Dex** 14 (+10)	**Wis** 19 (+12)
Con 25 (+15)	**Int** 2 (+4)	**Cha** 12 (+9)

4 Grimlock Followers (G)	Level 22 Minion
Medium natural humanoid (blind)	XP 1,038 each

Initiative +9 **Senses** Perception +10; blindsight 10
HP 1; a missed attack never damages a minion.
Immune gaze
AC 35; **Fortitude** 32, **Reflex** 30, **Will** 30
Speed 6
⊕ **Greataxe** (standard; at-will) ✦ **Weapon**
+25 vs. AC; 9 damage (12 damage against a bloodied target).
Alignment Evil **Languages** Common, Deep Speech

Str 17 (+11)	**Dex** 12 (+9)	**Wis** 15 (+10)
Con 14 (+10)	**Int** 7 (+6)	**Cha** 9 (+7)

Equipment greataxe

Tactics

The fight proceeds as follows.

Round 1: The grimlocks delay until the hounds and the primal storm have attacked. The hounds move in to bathe as many PCs as possible in their *fiery breath*. Depending on where the primal storm started, it either remains on the ledge in area 7 or hovers above the stalagmites on the opposite side of the cavern.

Round 2: The hell hounds close to melee, flanking enemies who are already engaged with the grimlocks. They shift back and breathe in any round in which their *fiery breath* recharges, regardless of the placement of grimlock allies.

Round 3: Orukurtz flies into the cavern from whichever entrance is tactically advantageous. If several PCs are grouped near his allies, he uses his *frightful presence*, hoping to leave them vulnerable. He might spend an action point to use his *breath weapon* as well.

Round 4: Orukurtz flees the chamber once more. If he can exit in a single move, he attacks before doing so; otherwise, he double moves.

Round 5+: Orukurtz reappears on a roll of 5 or 6 on a d6, attacks once or twice, and departs. For the most part, he focuses on breath attacks.

Features of the Area

Illumination: None.

Ledge: The ledge in area 7 is 40 feet high. It requires a DC 27 Athletics check to climb.

Odorous Mushrooms: Any living creature that begins its turn in this square inhales the fumes of mushrooms crushed beneath its feet. As a result, the creature becomes distracted, granting combat advantage to all enemies, until the end of its next turn. The inhabitants of the lair have developed a tolerance to the fumes and are unaffected.

Sloped Floor: A square of sloped floor is difficult terrain if it is entered by someone ascending the slope. A sloped square is normal terrain if it is entered by someone descending the slope.

Small Stalagmites: Squares that contain small stalagmites are difficult terrain. In addition, anyone knocked prone in such a square takes 1d6 damage.

Conclusion

The primal storm and the grimlocks fight to the death, the hell hounds flee if reduced to 5 hit points, and Orukurtz attempts to flee the lair if reduced to one-quarter of his hit points. If the battle ends while Orukurtz is absent, he does not reappear in the chamber.

JASON A. ENGLE

VOLCANO LAIR

A lair for five 19th-level adventurers

The Fire Peaks of the Sunset Sea are a chain of volcanic islands that mark the edge of the world. Few dare travel as far as these sinister islands because they are said to be places where cannibals, savages, and terrible beasts are half starved for the flesh of the living. Although many fears held by those who sail the seas arise from superstition and ignorance, these rumors have a kernel of truth—the archipelago is home to a predatory red dragon.

Of the islands that make up the chain, Hellkiln is the worst. It is dominated by a vast, angry volcano that erupts several times each year; the geothermal instability builds up the island with lava belched from the depths. Inside the volcano, the red dragon Infernus makes his home, nursing old grudges and plotting his revenge for offenses from the distant past. Above, in slightly cooler chambers, his azer slaves toil to manufacture a doomsday weapon whose power promises to bring death and destruction to the dragon's homeland.

History

Infernus has burned with an unquenchable hatred for humanity for as long as he can remember. Already an adult during the devastating wars between his homeland Arkhosia and the vile Bael Turath, he, like others of his kind, answered the call to battle. Infernus took to the air to rain fire upon the tieflings and send their fiendish allies back to the dreaded Nine Hells whence they came.

He fought in war after bitter war, racking up more kills than the pathetic metallics and the easily led dragonborn. Though Infernus blamed the wickedness of the tiefling breed for his own willingness to murder and destroy, he secretly exulted in the violence, and he always used more force than was required to spread as much ruin as he could.

But for all of the red dragon's zeal in battle, his efforts were for naught. Treachery in the Arkhosian ranks—and the disastrous final conflict that saw Bael Turath swallowed up by the earth, along with countless dragons and dragonborn—spelled the end of the ancient dragon empire. Though the war was over and dragonkind scattered, Infernus still craved the mayhem of battle. He was not yet willing to set aside violence, so he turned to hunting humans, blaming them and their moral weakness for the death of his nation.

Scouring the remnants of Bael Turath, immolating humans, tieflings, and anyone else who got in his way, Infernus spread fear throughout the lands. It wasn't until a cadre of wizards and warriors met the dragon on the field of battle and fought him for days that Infernus quit the land and fled for a safer place beyond the realms of the lesser races.

He flew until he came to the Fire Peaks. Choosing the largest and most volatile island, the dragon descended into the caldera to nurse his wounds. To his surprise, he discovered that a clan of azers dwelled in the volcano, having fled the tyranny of their fire giant masters. Infernus saw the value of these diligent workers and quickly subjugated them. In exchange for constructing a great weapon with which he could gain revenge on his enemies, he would allow the azers a degree of autonomy and freedom—and, of course, their lives. The azers chafed at finding themselves in the thrall of another master, but they realized that they had little choice; even on the fringes of the world, they had heard of the red dragon's dark deeds. They agreed to the terms and set out to build the weapon to their master's specifications.

TOMAS GIORELLO

Environment

Hellkiln is a violent island, dominated by an enormous volcano that is prone to erupt with unsettling frequency. The eastern side of the island is far easier to climb than is the west. The ground is rocky, pitted, and fraught with vents spewing steam. However, the approach is easy, and the ground climbs gently across smooth toes of cooled lava that become hotter the higher one ascends.

Hellkiln has the following features except where otherwise indicated.

- On the lower slopes, characters can move unimpeded. However, within 15 squares of the caldera, the terrain is difficult.
- Outside the volcano, lighting depends on the time of day. Inside, the fiery magma at the bottom provides constant dim light.

Hellkiln's Hazards

Hellkiln is a dangerous place to explore, and PCs who spend time here are at risk from quakes and fiery cinders. For every 10 minutes the characters spend on Hellkiln, there is a 10% chance that one of the two following environmental dangers occurs.

Quake Level 15 Lurker
Hazard XP 1,200

Geological instability triggers an earthquake that shakes the entire island.

Hazard: Every 10 minutes, check to see if this unstable island is jostled by an earthquake.

Perception

No check is necessary to notice the quake.

Additional Skill: Nature

✦ DC 10: The character notices that the entire island is unstable.

Initiative +7

Trigger

The trigger for a quake is random and has a 10% chance of occurring every 10 minutes that the PCs are on the island. When triggered, a quake rolls initiative. After the trigger and before the quake's attack, characters in the area know that an earthquake is beginning. On its turn, the quake attacks all creatures standing on the ground.

Attack

Standard Action **Area** island
Targets: Creatures in the area
Attack: +15 vs. Reflex
Hit: 1d10 + 10 damage, and the target is knocked prone.
Miss: Half damage, and the target is not knocked prone.
Special: At the end of its turn, roll a saving throw for the quake. On a success, the quake continues for another round. If the saving throw fails, the quake stops.

Countermeasures

✦ A DC 23 Nature check and a standard action allow a creature to find a way to brace itself, gaining a +4 bonus to Reflex defense against the quake's attacks.
✦ The quake does not attack flying creatures.

Cinder Storm Level 15 Lurker
Hazard XP 1,200

The volcano lets loose a minor eruption, belching forth a cloud of fiery cinders.

Hazard: The capricious volcano shoots forth this cinder storm at infrequent intervals.

Perception

No check is necessary to notice the cinders.

Additional Skill: Nature

✦ DC 10: The character notices that the volcano is active.

Initiative +7

Trigger

The trigger for the cinder storm is random and has a 10% chance of occurring every 10 minutes that the PCs are on the island.

Attack

Immediate Interrupt **Area** burst 10 (centered on a random PC)
Target: Each creature in burst
Attack: +18 vs. Reflex
Hit: 1d8 + 4 fire damage, and ongoing 5 fire damage (save ends).
Effect: The burst becomes difficult terrain.

Countermeasures

✦ A PC who succeeds on a DC 25 Nature check can successfully intuit the most probable intervals and areas of cinder storm strikes. This knowledge grants the PCs a +2 bonus to Reflex defense for the cinder storm attacks.

Approaching the Lair

When the PCs approach the island, read:

Smoke billows from the caldera of an active volcano, and flashes of light and the occasional burst of lava spew from its depths. The rest of the island is barren, a great expanse of black and silver igneous rocks, some smooth and ropy, others sharp and jagged. Piercing the crust are numerous mine shafts from which billow clouds of smoke, while rents and fissures belch similar plumes. All around the island, the sea boils, steaming as the ground is slowly built up from the depths of the sea.

Area 1: Black Shore

The island's lower shores are mostly black sand, washed up after the seawater rapidly cools superheated rock from the ocean's depths. The beach is free of plant life, and no tracks suggest that anyone has ever been here.

Area 2: Mines

The azers excavated three mines into the island's core to extract minerals and ore from the cooled lava.

When the PCs approach a mine, read:

A massive hole burrows into the ground, descending nearly 100 feet before ending in a shimmering pool of liquid rock.

Perception Check
DC 15: *Although the walls of the hole appear smooth, closer inspection reveals that they were cut with tools, with uncanny precision.*

Characters who fall down a shaft take 10d10 falling damage, and ongoing 20d6 fire damage upon falling into the magma and for each round they remain in the magma. Characters who extract themselves from the fiery mess take 30 ongoing fire damage and are slowed (save ends both).

Area 3: Vents

Hellkiln's instability afflicts the island with frequent quakes, causing the rock to split and unleash plumes of steam. Any square within 2 squares of a vent is lightly obscured.

Each vent narrows as it deepens until it ends at a slender crack through which superheated gases escape. Each vent is 1d10 squares deep; a PC who falls in one takes normal falling damage plus 20 fire damage from the scalding gas in each round he or she remains in the vent.

Area 4: Caldera

At the top of the slope, the caldera rises nearly 200 feet straight up from the island, forming a cylinder of stone.

When the PCs reach the top of the island, read:

The air is noxious here, and the stench is almost unbearable. Plumes of smoke spew out of this natural chimney, lit by flashes of light or the occasional wad of molten rock that is ejected from the cone and lands far out to sea.

Climbing the caldera is difficult and requires a DC 20 Athletics check. The stone is hot and deals 5 fire damage per round to unprotected climbers.

After they reach the top of the caldera's rim, the characters can descend into the volcano.

Perception Check
DC 20: *On the opposite side of the caldera, you spot an iron ladder descending into the volcano.*

The PCs can move slowly along the caldera's lip to reach the ladder, or they can try climbing down the walls or using another means at their disposal. Navigating the lip is slow and treacherous, requiring a DC 10 Acrobatics check to move at half speed. After the PCs reach the ladder, they can climb down it by making a DC 10 Athletics check. The ladder descends to area 5.

Climbing down the wall without the aid of the ladder requires a DC 25 Athletics check.

Inside the caldera, the heat from the volcano deals 5 fire damage to a character for each round he or she spends in the area.

A fall from any height is likely to be lethal, dropping the character into the sea of fire (area 7). A PC takes appropriate falling damage plus damage from the magma as described under area 2.

Area 5: Crucible (Level 18)

This area is home to the azer slaves that work for the dragon, constructing the doomsday weapon that Infernus intends to loose on his former homeland. The azers have not completed the device, nor are they even close. In truth, they have no ill will toward the dragon's enemies and are being forced to serve Infernus against their wishes.

Characters who land on this ledge trigger the tactical encounter. Combat is the likely result, but the PCs might find a way to avoid that outcome. The azers protect themselves and the device, but they can be convinced to avoid fighting and even to assist the party. If you'd rather avoid depleting the PCs' resources before they face the dragon, you can resolve this encounter as a skill challenge. Negotiation or interrogation are the logical approaches, but you could construct a skill challenge of your own design. Give the skill challenge a level equal to the PCs' level and a complexity of 5.

Tactical Encounter: "The Weapon," page 138.

Treasure: Hidden in the sleeping pallets are 4,000 gp and five diamonds (5,000 gp each).

Area 6: Dragon's Lair (Level 22)

Infernus dwells on a shelf just above the molten core of the volcano. Even a dragon as mighty as he could not withstand a full eruption of the volcano, but he is confident that he could fly out in time if that occurred.

Reaching the dragon's ledge is challenging. The azers never descend that far and have no way to reach it themselves. The most difficult method is to climb down 100 feet from the lip of the caldera and then drop down another 30 feet to the ledge. However, PCs who are experienced enough to invade this lair probably have other means of transportation by which to reach the dragon's ledge.

Tactical Encounter: "The Dragon's Lair," page 140.

Area 7: Sea of Fire

The bottom of the volcano is a sea of magma that lies 200 feet below the rim of the caldera. Characters who fall into the magma take appropriate falling damage plus damage from the magma as described under area 2.

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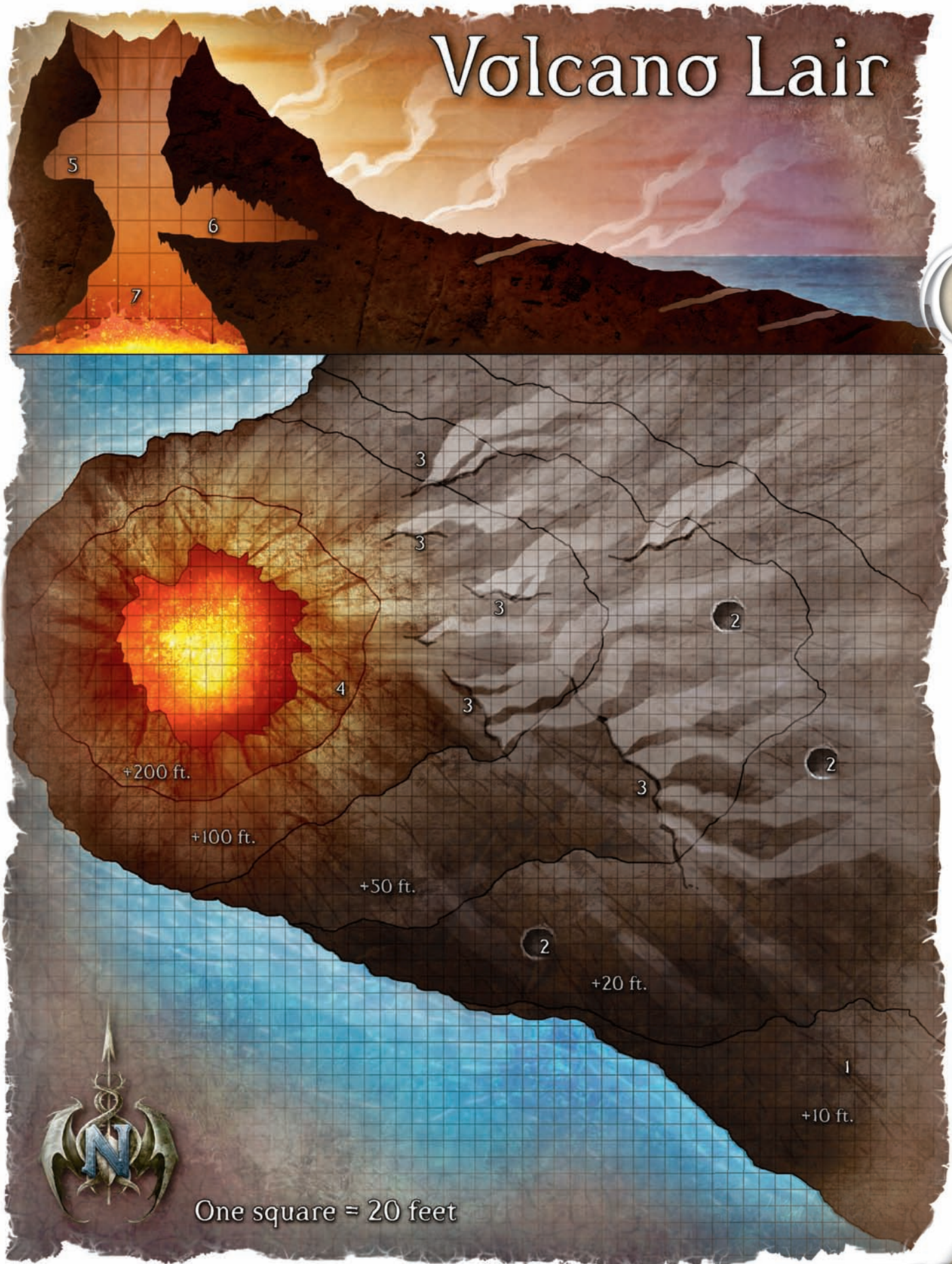
Volcano Lair
5
6
7
3
3
3
3
2
4
3
2
3
+200 ft.
+100 ft.
+50 ft.
2
+20 ft.
1
+10 ft.
N
One square = 20 feet

The Weapon

Encounter Level 18 (10,200 XP)

Setup

1 azer beastmaster (B)
2 firebred hell hounds (H)
2 azer ragers (R)
3 azer foot soldiers (A)

Place the miniatures where indicated on the tactical map. The azer foot soldiers are at work assembling the device, so the PCs automatically gain surprise against them. The rest of the azers are entitled to Perception checks to notice the PCs approaching the ledge.

If the characters reach the ledge by climbing down the ladder, have the two PCs who descended first place their miniatures adjacent to the ladder. Place the miniatures of the other PCs off the map (adjacent to the edge) in the order of their descent.

When the first PC reaches the ledge, read:

The ledge extends 70 feet into the side of the mountain and contains a number of fiery dwarves laboring over a strange device. The item is a rough-shaped orb with four metal rods extending out from red metal plating. The device hangs from chains set into the ceiling about 40 feet overhead. Three figures stand on scaffolding that surrounds the device, constructed between large stone pillars that support the ceiling.

Against one wall, another fiery dwarf works at a forge near a stack of materials. You spy sleeping pallets against the wall farthest from the edge.

Just as you take in the scene, a mean-looking dwarf drops the chains that hold two large flaming hounds at bay.

Azer Beastmaster (B)	**Level 17 Soldier (Leader)**
Medium elemental humanoid (fire)	XP 1,600

Initiative +13 **Senses** Perception +12
Warding Flame (**Fire**) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.
HP 167; **Bloodied** 83
AC 32; **Fortitude** 31, **Reflex** 28, **Will** 29
Resist 30 fire
Speed 5

⨺ **Battleaxe** (standard; at-will) ✦ **Fire**, **Weapon**
+22 vs. AC; 1d10 + 5 damage plus 1d8 fire damage, and the target is marked until the end of the azer beastmaster's next turn.

On My Command (standard; encounter)
Each allied elemental beast within 5 squares of the azer beastmaster makes a basic attack as a free action, provided the elemental beast is flanking an enemy and can both see and hear the azer beastmaster.

Induce Hellburst (reaction; when the azer beastmaster is bloodied; encounter)
All the allied firebred hellhounds within 5 squares of the azer beastmaster use their *fiery burst* power, even if it is currently uncharged.

Alignment Unaligned **Languages** Giant

Str 21 (+13)	**Dex** 17 (+11)	**Wis** 18 (+12)
Con 23 (+14)	**Int** 11 (+8)	**Cha** 16 (+11)

Equipment chainmail, light shield, battleaxe

2 Firebred Hell Hounds (H)	**Level 17 Brute**
Medium elemental beast (fire)	XP 1,600 each

Initiative +10 **Senses** Perception +17
Fire Shield (**Fire**) aura 1; any creature that enters or begins its turn in the aura takes 1d10 fire damage.
HP 205; **Bloodied** 102
AC 30; **Fortitude** 30, **Reflex** 28, **Will** 29
Resist 40 fire
Speed 8

⨺ **Bite** (standard; at-will) ✦ **Fire**
+20 vs. AC; 1d10 + 6 plus 1d10 fire damage.

Fiery Breath (standard; recharge ⚁ ⚄ ⚃) ✦ **Fire**
Close blast 3; +18 vs. Reflex; 4d6 + 7 fire damage.

Fiery Burst (standard; recharge ⚃) ✦ **Fire**
Close burst 3; +18 vs. Reflex; 4d10 + 7 fire damage.

Alignment Unaligned **Languages** –

Str 22 (+14)	**Dex** 14 (+10)	**Wis** 19 (+12)
Con 25 (+15)	**Int** 2 (+4)	**Cha** 12 (+9)

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2 Azer Ragers (R) **Level 15 Brute**
Medium elemental humanoid (fire) XP 1,200 each

Initiative +9 **Senses** Perception +9
Warding Flame (**Fire**) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.
HP 181; **Bloodied** 90
AC 27; **Fortitude** 28, **Reflex** 25, **Will** 24
Immune fear; **Resist** 30 fire
Speed 6
⊕ **Spiked Gauntlet** (standard; at-will) ✦ **Fire**, **Weapon**
+18 vs. AC; 1d6 + 6 damage, and ongoing 5 fire damage (save ends).
⇙ **Chains of Flame** (standard, usable only while bloodied; encounter) ✦ **Fire**
Close burst 5; +17 vs. Reflex; 3d8 + 5 fire damage. Enemies adjacent to an azer or taking ongoing fire damage are immobilized until the end of the azer rager's next turn.
Alignment Unaligned **Languages** Giant
Str 22 (+13) **Dex** 15 (+9) **Wis** 14 (+9)
Con 21 (+12) **Int** 11 (+7) **Cha** 15 (+9)
Equipment scale armor, spiked gauntlets

3 Azer Foot Soldiers (A) **Level 14 Soldier**
Medium elemental humanoid (fire) XP 1,000 each

Initiative +12 **Senses** Perception +11
Warding Flame (**Fire**) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.
HP 141; **Bloodied** 70
AC 30; **Fortitude** 28, **Reflex** 26, **Will** 27
Resist 30 fire
Speed 5
⊕ **Warhammer** (standard; at-will) ✦ **Fire**, **Weapon**
+20 vs. AC; 1d10 + 4 damage plus 1d8 fire damage, and the target is marked until the end of the azer foot soldier's next turn.
Alignment Unaligned **Languages** Giant
Str 19 (+11) **Dex** 16 (+10) **Wis** 18 (+11)
Con 21 (+12) **Int** 11 (+7) **Cha** 15 (+9)
Equipment scale armor, light shield, warhammer

Tactics

The azers are terrified of Infernus, so they fight to the death.

Surprise Round: Any azers that are not surprised draw weapons, while the firebred hell hounds charge.

Round 1: The azer foot soldiers climb down from the scaffolding and converge on the closest PCs to make basic attacks. The azer ragers leave their respective positions and join the fight by making bull rush attacks against PCs near the ledge. The firebred hell hounds use *fiery breath*, catching the azers and the PCs alike, while the beastmaster hangs back, using *spur the beast* to recharge the hell hounds' *fiery breath*.

Round 2+: The foot soldiers press their attack, using *warding flame* to erode the PCs' defenses. The azer ragers continue their bull rush attacks until they are bloodied, at which point they use *chains of flame*. The beastmaster tries to remain with 5 squares of one or both firebred hellhounds so that it can use its *induce hellburst* ability if it is bloodied.

Features of the Area

Illumination: Dim light from the volcano's fiery magma.

Doomsday Device: The device has AC/Reflex 3, Fortitude 15, and 300 hit points. Since the device is not yet completed, destroying it does not risk detonation. Characters standing behind the device gain cover. Four chains suspend the device from the ceiling. Each chain has AC/Reflex 10, Fortitude 5, and 15 hit points. After the device is dropped to the floor, the PCs can push it 1 square by making a DC 25 Strength check. Each 5 points by which the check succeeds pushes it another square (2 squares with a check result of 30, 3 squares with a result of 35, and so on.)

Forge: The forge is a pool of lava. Characters coming into contact with the forge take 20 fire damage, and ongoing 10 fire damage (save ends).

Heat: This deep inside the volcano, it's very hot. Unprotected characters lose one healing surge every minute they spend here. Inside the caldera, the heat from the volcano deals 5 fire damage to a creature for each round it spends in the area.

Magma: Beyond the ledge lies the heart of the volcano, a pool of churning magma about 100 feet below. Characters who fall into the magma take falling damage and other damage as described under area 2 on page 136.

Materials: The materials consist of raw ore and parts for the doomsday device. This area is difficult terrain.

Scaffolding: Climbing onto the scaffolding requires a DC 5 Athletics check. While on the scaffolding, a character cannot be hit by melee attacks.

The Doomsday Device

What is the doomsday device? It can be whatever you want it to be. The weapon might be a terrible explosive designed to rain fire across the land, a magic construct that rips open a hole to the Abyss and unleashes a horde of demons into the world, or a dud that fails to function at all. How the doomsday device figures into your campaign is up to you, but its destruction is a useful hook to draw the PCs to the red dragon's lair. Regardless of what you choose, pushing the device off the ledge into the magma below enrages Infernus and summons him from his lair.

If you'd rather not include the device, remove it and instead have the azers smelting adamantine ore into bars to add to the dragon's hoard.

The Dragon's Lair

Encounter Level 22 (20,750 XP)

Setup

Infernus (I)

The lair is the most likely place to encounter Infernus. Unless the PCs have done something to draw his attention, such as shoving the doomsday device into the magma, the red dragon is here, finishing a meal of a whale he snatched from the sea earlier in the day.

The players should place their miniatures at the edge of the tactical map, where the ledge drops away to the magma below. Wait until the PCs spot the dragon to place his miniature.

When the PCs reach this ledge, read:

The ledge forms a lip above the sea of fire far below. Ahead lies a huge cave, easily 100 feet wide and twice as deep. Stalactites hang from the ceiling 30 feet above, and a few massive stalagmites rise from the floor. In spite of the ambient light from the magma, gloom shrouds the cave's depths.

Perception Check

DC 27 + 2 per square of distance between the PCs and the dragon: The PCs see Infernus.

When the PCs see the dragon, read:

A hulking horror unfolds from the floor at the rear of the cave. Although the creature is covered in soot and ash, you can clearly see red scales, white horns ending in black tips, and baleful eyes filled with yellow fire. It chuckles deeply. "Yes, come forward, so I can see you."

Infernus	**Level 22 Solo Soldier**
Elder red dragon	
Huge natural magical beast (dragon)	XP 20,750
Initiative +19	**Senses** Perception +19; darkvision
HP 1,050; **Bloodied** 525; see also *bloodied breath*	
AC 40; **Fortitude** 40, **Reflex** 37, **Will** 34	
Resist 25 fire	
Saving Throws +5	
Speed 8, fly 10 (hover), overland flight 15	
Action Points 2	
Bite (standard; at-will) ✦ **Fire**	
Reach 3; +29 vs. AC; 2d10 + 9 plus 4d6 fire damage.	
Claw (standard; at-will)	
Reach 3; +29 vs. AC; 2d10 + 9 damage.	
Double Attack (standard; at-will)	
The dragon makes two claw attacks.	
Tail Strike (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)	
The dragon attacks the enemy with its tail: reach 3; +27 vs. Reflex; 3d10 + 9 damage, and the target is pushed 2 squares.	
Immolate Foe (standard; recharge ⚄ ⚅) ✦ **Fire**	
Ranged 20; +27 vs. Reflex; 3d10 + 8 fire damage, and ongoing 10 fire damage (save ends).	
Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Fire**	
Close blast 5; +27 vs. Reflex; 3d12 + 8 fire damage. *Miss:* Half damage.	
Bloodied Breath (free, when first bloodied; encounter) ✦ **Fire**	
The dragon's *breath weapon* recharges, and the dragon uses it immediately.	
Frightful Presence (standard; encounter) ✦ **Fear**	
Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).	
Alignment Evil	**Languages** Common, Draconic, Giant
Skills Bluff +18, History +17, Insight +19, Intimidate +23	
Str 28 (+20)	**Dex** 22 (+17) **Wis** 17 (+14)
Con 26 (+19)	**Int** 15 (+13) **Cha** 15 (+13)

Buying Time

Infernus does not intend to negotiate with the PCs, but he tries to buy time to creep closer and bring them in range of his *frightful presence*. He waxes on about how impressed he is that the PCs found him and comments on their courage for descending into his lair. He questions them about why they came, chuckling again if they mention their intent to slay him. All the while, Infernus creeps forward 1 square at a time until the PCs are within range. After combat begins, he rewards obnoxious or arrogant characters with his most vicious attacks.

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Tactics

Infernus is a formidable opponent and well versed in fighting humanoids. He eagerly engages the PCs, reveling in the chance to kill. He focuses his attacks against humans and tieflings first, but he's not foolish enough to ignore other PCs.

Round 1: Infernus lifts off the ground and flies forward, spending an action point to move twice and still use his *frightful presence*.

Round 2: Infernus hovers above the PCs and uses his *breath weapon* against as many characters as he can catch in the blast. He then moves to land on the ledge behind the PCs, if possible.

Round 3+: Infernus makes a bite attack against the closest PC he can reach and spends an action point to use *double attack* against another character. Finally, he uses his *tail strike* to strike any annoying flankers.

If Infernus becomes bloodied and uses his *bloodied breath*, he considers flying out of the volcano if he's faring poorly against the PCs. Otherwise, he attempts to bull rush enemies into the magma to eliminate troublesome PCs who have managed to escape the worst of his attacks.

Development

Although Infernus is content to fight the PCs in his lair, his battles against the tieflings of Bael Turath taught him the value of retreat. He readily flees the volcano if the PCs manage to survive 4 rounds of fighting, flying over their heads and up through the cone. After he is out, Infernus circles around the volcano to look for signs of how the party reached his island. While the PCs follow him or tend to their injuries, the dragon attacks any allies who remained above or rips apart any vehicles the characters left behind.

When Infernus sees the PCs emerge from the volcano, he engages them again if his *breath weapon* has recharged. This time, he uses *immolate foe* to hit artillery characters who had success against him in his lair. Afterward, Infernus flies back into his lair to recharge his *breath weapon*.

Features of the Area

Illumination: Dim light from the volcano's fiery magma.

Boiling Water: A pool of boiling water covers the floor near the back of the chamber. Characters starting their turns adjacent to the boiling water take 5 fire damage, and those entering a square of boiling water take 20 fire damage.

Bones: Infernus keeps a big pile of the bones of the azers and whales he's eaten. Beneath the mess lies his hoard. Mindful of the heat, Infernus keeps only items that can survive the furnacelike environment. His hoard includes 87 pp, 8,261 gp, 5,993 sp, and 44,070 cp, all half melted into large chunks; a platinum bar (5,000 gp); a pillar of blended narwhal ivory scorched black by the heat (7,500 gp); a steel Arkhosian medal awarded to Infernus for courage (2,500 gp); three fire opals (1,000 gp each); three diamonds (5,000 gp each); and a level 21 magic item.

A square containing bones is difficult terrain.

Heat: It's extremely hot on the dragon's ledge. At the end of each character's turn spent here, that character must make a saving throw or lose one healing surge. Inside the caldera, the heat from the volcano deals 5 fire damage to a character for each round he or she spends in the area.

Magma: Beyond the ledge lies the heart of the volcano, a pool of churning magma about 70 feet below. Characters who fall into the magma take falling damage and other damage as described under area 2 on page 136.

Uneven Floor: The floor is uneven and drops 5 feet, climbs 5 feet, and drops 10 feet as indicated on the tactical map. A character can hop down 5 feet without slowing down, but it costs 1 extra square of movement to scramble up 5 feet, and an Athletics check is required to climb or jump down 10 feet .

Conclusion

Infernus continues leading the PCs into and out of his lair, wearing them down all the while, until the characters manage to corner him or he finally wipes them out.

THE TOMB OF URUM-SHAR

A lair for five 27th-level adventurers

Urum-Shar is one of the most infamous members of the surviving bloodline of Nefermandias the Forsaken Pharaoh (see page 240). The ancient brown dragon is said to possess an emperor's ransom in treasures and ancient lore—and to have surrounded the hoard with an array of traps and fiendish devices to make even epic adventurers think twice.

History

Unlike her father, who ruled Maru-Qet with ambition and religious zealotry, Urum-Shar and her siblings sought only the luxuries that came with power. Tradition dictated that each draconic ruler dwell in her own tomb so that she would have the same comforts in life and in death, and Urum-Shar spent uncounted gold—and the lives of whole villages of slaves—in the construction of her abode.

When Maru-Qet fell in Nefermandias's war with the catastrophic dragons, his youngest daughter was one of the few who survived. Today, she sulks in her tomb, venturing out on occasion to steal treasures, slaves, and taste sensations from the desert's nomadic tribes, and even from various communities beyond Maru-Qet's borders. Urum-Shar is a fallen demigod, but she refuses to lie quietly.

Environment

Maru-Qet is a burning desert, swept by vicious sandstorms and savaged by horrific extremes of temperature. By day, the heat is stifling, baking the life from all but the hardiest of travelers. The cold at night is less severe but still biting enough to hinder and harm. To withstand the temperatures, the PCs must make DC 26 Endurance checks by day and DC 22 Endurance checks by night (see "Environmental Dangers," *Dungeon Master's Guide*, page 158).

A Larger Tomb

As written, this lair is not an adventure location on its own. It represents the innermost sanctum of a larger complex, reached only after the PCs have survived a host of other death traps, guardians, and curses. Regardless of how you use the tomb, the lair is set underground, accessible only through a deep hole or tunnel. The PCs must descend by using the existing ladder, their own ropes, or—perhaps more likely at this level—magic.

Stone ruins of the old empire protrude from the desert's sands. Most are empty shells, the bones of Maru-Qet's dead skeleton, but some serve as shelter for the region's nomadic tribes or as homes to far more monstrous inhabitants.

The tomb is protected by a variant of the Forbiddance ritual. No teleportation effects can carry someone into or out of any level of the tomb (with the exception of area 9). Inside the tomb, short-range teleportation within line of sight functions normally, but teleportation beyond line of sight fails, even a simple trip from one side of a wall to the other.

Approaching the Tomb

When the PCs enter the hole or tunnel that leads to the tomb, read:

The passage seems to fall away into infinity as you descend. The walls are of rough rock, chipped and sharp, as though someone broke away a portion of the earth through brute force.

Even stranger, however, is the sound. The great pit subtly vibrates, and the air is filled with a dull, grinding rush. It's as if a great torrent of water were flowing through pipes and passages in the surrounding earth.

When the PCs reach the end of the hole, read:

The passage opens up into a square chamber—though perhaps "cavern" might be a more apt description, given its enormous size.

The strange reverberations you heard now have an obvious cause. A few yards north of you, a second hole in the ceiling releases a torrent of sand, a waterfall of grit pouring into the center of the chamber. There it sprays over the top of a massive ziggurat of black stone, a basalt monstrosity that dominates the cavern.

In areas 1 through 4, the sound of rushing sand imposes a –5 penalty to Perception checks to detect anything more than 1 square distant.

Area 1: The Crown

If nothing else, this great underground ziggurat serves as evidence of Urum-Shar's twisted sense of grandeur.

If the PCs reach the top of the ziggurat, read:

To the south descends an impossibly steep staircase. On the other three sides, steep channels cut into the ziggurat direct the falling sand into veritable rivers that flow out into the cavern. The sand has accumulated alongside those channels and on the ziggurat's various ledges.

Perception Check
DC 37: *A thin seam runs along the edge of the platform that serves as the ziggurat's highest point.*

Features of the Area

Falling Sand: Anyone standing in the cascade is subject to the following attack every round: +29 vs. Fortitude; on a hit a character is knocked prone and immobilized (save ends, must save before standing from prone); a prone character in the cascade is subject to suffocation (*Dungeon Master's Guide*, page 159). The area is difficult terrain.

Ledges: Each ledge of the ziggurat is 10 feet above the next. Climbing from one ledge to the next requires a DC 20 Athletics check.

Sand Patches: These squares are difficult terrain.

Secret Door: The entirety of area 1 is a secret door that opens upward at an angle to prevent the falling sand from entering. This leads to another vertical passage that descends to area 7.

Area 2: Sand Sluice

Three conduits channel the bulk of the sand to and through grates that lie beneath bas-reliefs on the walls.

If the PCs examine the channels, read:

The sand rushes down these spillways in raging torrents. The channels continue along the floor beyond the ziggurat, carrying the sand toward strange brass figures on the cavern's far walls.

Features of the Area

Falling Sand: Anyone caught in a channel is subject to the following attack every round: +29 vs. Fortitude; on a hit a character is knocked prone and immobilized (save ends, must save before standing from prone), and slid 4 squares down the slope toward the bas-reliefs marked "a," "b," or "d." A prone character in the rushing sand is subject to suffocation (*Dungeon Master's Guide*, page 159). A character who reaches a bas-relief no longer slides but takes a –2 penalty to the saving throw to end the immobilized condition. The area is difficult terrain.

Area 3: The Plains of Stone

The great cavern contains more than just the ziggurat.

When the PCs examine the room, read:

The floor is made of reflective black stone that is as dark as obsidian and as hard as granite. No seams are visible between the floor and the stone ziggurat.

Features of the Area

Bas-Reliefs: In the center of each wall stands an exquisite 20-foot bas-relief carving of a dragon (marked on the map as "a," "b," "c," and "d"). Beneath each carving sits a large bronze grate through which the flowing sand disappears. Where it goes, only Urum-Shar or the gods can say.

Sand Patches: These squares are difficult terrain.

Statues: The statues (marked on the map as "e") are of dragon-headed humanoids with halberds. They stand 60 feet tall and require a DC 20 Athletics check to climb. The fallen statue (marked "f") is 15 feet high.

Area 4: Descent

These stairs lead not to the dragon's lair but to a gauntlet of death traps.

When the PCs look or begin down the stairs, read:

These steep steps lead down not merely to the floor, but through it, eventually ending at a set of massive double doors.

Each stair is 1 foot deep and 1 foot high. From this side, the double doors can be opened without a check.

Area 5: The Murderous Depths (Level 27)

These stairs, and the chamber beyond, are nearly as deadly as Urum-Shar.

When the PCs enter the stairwell on the other side of the double doors, read:

The stairs descend into a seemingly infinite darkness. On either side, statues glare down at you like angry deities. Some are dragons, coiled around great stone pillars, and others resemble the dragon-headed humanoids you saw in the chamber upstairs. You can see nothing but darkness beyond the statues.

When the PCs can see the area at the bottom of the stairs, read:

At the base of the stairs, an array of pillars surrounds a dusty shrine. Staring from within the altar are half a dozen draconic skulls, crudely mortared into place.

The tactical encounter begins when the PCs trigger any of the traps.

Tactical Encounter: "Stairway to Hell," page 146.

The statues along the stairs sit on featureless pillars that rise from the floor to the level of the staircase, forming pedestals.

Urum-Shar occasionally comes here to visit the shrine of skulls that she made from her slain enemies. Mostly, however, this chamber is meant to kill. Even her servants do not know that her lair isn't hidden here. As far as the dragon is concerned, any servant who attempts to visit her without prior permission deserves death.

Area 6: An Empty Darkness

This area is the vast, darkened chamber beyond the stairs and the shrine, not fully shown on the map.

When the PCs explore the surrounding darkness, read:

Old bones lie scattered about, apparently those of prior explorers. Other than these and the bases of the massive statues, the darkened chamber appears to be empty.

This chamber isn't entirely a waste of the PCs' time. Urum-Shar is meticulous about gathering all valuables from those who fall victim to her traps, but she has missed something.

Treasure: If the PCs make a DC 30 Perception check, they find that one of the broken skeletons wears +6 *delver's scale armor.*

Area 7: Inner Sanctum (Level 27)

The secret door in area 1 leads to a hole in the earth that is 20 feet wide and 60 feet deep. Unlike the entrance to the tomb level, this hole lacks a ladder.

When the PCs look through the hole, read:

Another large chamber waits below. Its floor seems to consist of tightly packed sand, though numerous rocky protrusions create a vast array of ledges at random heights around the room.

When the PCs can see the whole chamber, read:

On the south wall, a semicircular ledge—one of the few features that seems carved, rather than natural—overlooks a platform at the bottom of a short flight of stairs. The platform stands over a dark pit. At the rear of the ledge is a pair of heavy stone doors.

Urum-Shar uses the platform as an audience chamber. She sits on her ledge and glares down at visitors on the platform. Those who displease her are shoved off the edge to feed the dread wraith in area 8.

When the first PC enters the room, read:

You start briefly as a great winged beast, draconic but two-legged, looms from the shadows on the ceiling. It takes you a second to realize that the hanging monstrosity is merely a sculpture, not a living being.

The sculpture, of an earthen wyvern, is one of the chamber's traps. The tactical encounter begins as soon as a PC enters the room.

Tactical Encounter: "Beneath the Sands," page 148.

After Urum-Shar is dead, the PCs can investigate her sanctum, acquire the treasure, and earn the eternal enmity of her surviving relatives—including the dreaded Nefermandias.

Area 8: The Pit

The pit is 40 feet deep. The dread wraith in the pit is mystically bound to this location and cannot leave.

When the PCs approach the pit, read:

A strange chill taints the air of this deep, dark pit, as though something unholy died within.

The dread wraith attacks the instant anyone enters the pit.

Tactical Encounter: "Beneath the Sands," page 148.

Area 9: A Bed of Platinum

Though the PCs might not realize it, this corridor stands inside the structure that supports the stairs in area 5.

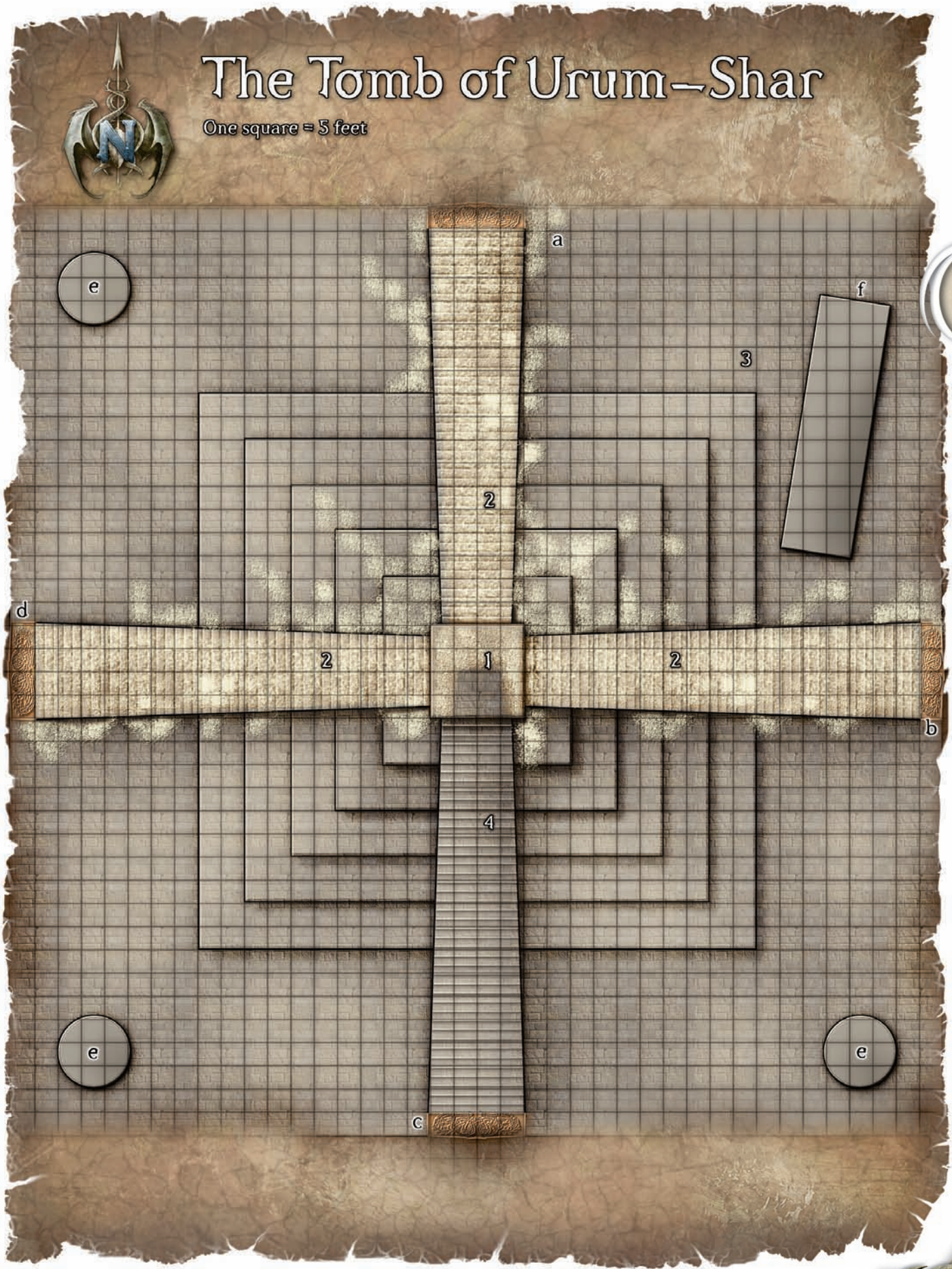
When the PCs enter this chamber, read:

Coins litter the floor, and various works of art stand displayed haphazardly against the walls. On the far wall is a 10-foot-diameter circle of runes, apparently carved directly into the rock by massive claws.

A DC 20 Arcana check reveals that the circle is the one end of a set of teleportation portals; this chamber is the only place in the tomb where such magic functions. An identical circle is carved in a rock hidden in a small desert cave over a mile away. Urum-Shar uses teleportation to enter and leave her lair.

Treasure: Urum-Shar's hoard includes a +6 *staff of power*, a *dragondaunt shield* (epic tier), 23 ad, 900 pp, a ruby mined from the Elemental Chaos and carved into a perfect replica of a dragon's eye (57,000 gp), the mithral wedding band of the ancient eladrin Queen Amathiel (43,000 gp), and 50,000 gp worth of rituals (include at least one dragon-specific ritual from Chapter 2 of this book). These items, combined with the treasure in area 6, are meant to serve as half of the treasure found at 25th level.

JASON A. ENGLE


The Tomb of Urum-Shar
One square = 5 feet
a
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Stairway to Hell

Encounter Level 27 (56,000 XP)

Setup

1 breathing door trap (B)
1 dragon blades trap (D)
1 hellish halberd trap (H)
1 claws of sand trap (C)
1 jaws of death trap (J)

This encounter includes five traps. Roll initiative when the first trap has activated, adding additional traps as they activate.

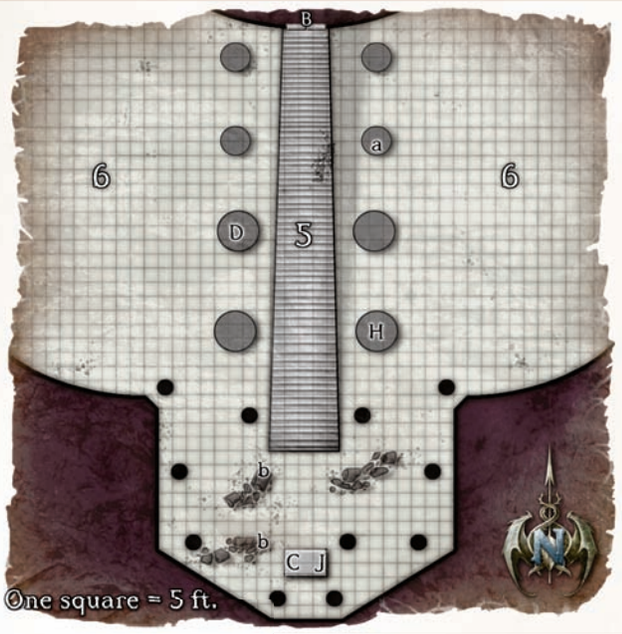
When the breathing door first attacks, read:
A howling gust of burning sand rushes downward, flaying everything in its path.

When the dragon blades first attack, read:
The neck of the great dragon statue bends, aiming its fearsome head straight at you.

When the hellish halberd first attacks, read:
The dragon-headed god rotates, bringing its great halberd down and around in a sweeping arc.

When the claws of sand first attack, read:
A great draconic claw, covered in sand and flickering fire, rises up and makes a sudden grab.

When the jaws of death first attack, read:
A stream of dark mist splits swiftly into multiple translucent serpents with gaping draconic jaws.



Breathing Door — Level 25 Elite Blaster
Trap — XP 14,000

This doorway breathes a variation of the dragon's own breath weapon.

Trap: This trapped doorway is triggered if a creature comes near, and then it breathes at regular intervals and when a creature tries to sneak past its frame.

Perception
✦ DC 37: The character notices the runes carefully inscribed around the door frame.

Trigger
When a creature approaches to within 12 squares of the door, it makes its first attack as an immediate reaction. It then enters the initiative order directly after the creature that triggered it, attacking each round. In addition, it can make one extra attack each round as an immediate reaction, triggering when a creature enters a square adjacent to the door.

Attack
Immediate Reaction or **Standard Action** **Close** blast 12
Target: Each creature in blast
Attack: +30 vs. Reflex
Hit: 5d10 + 5 fire damage, and the target is blinded (save ends).
Miss: Half damage, and the target is not blinded.

Countermeasures
✦ Creatures behind the rubble on the stairs have cover. A creature clinging to the opposite side of a statue has superior cover.
✦ The trap is focused on a group of runes infused with arcane and elemental energy on the keystone of the doorway's arch. A creature adjacent to the keystone can attempt to deactivate the trap with a DC 33 Thievery check or Arcana check.

Dragon Blades — Level 25 Blaster
Trap — XP 7,000

The carving of the dragon that encircles the great pillar hurls blades of pure force.

Trap: When the PCs reach the lower stairs, the statue starts hurling force blades.

Perception
✦ DC 25: The character notices that the eyes and mouth of the dragon sculpture are hollow.
✦ DC 33: The character spots the hidden compartment that hides the trap's controls among the spines on the dragon's back.

Initiative +3

Trigger
When the PCs have moved 3 squares lower on the stairs than the trap, it rolls initiative.

Attack
Standard Action **Ranged** 20
Primary Target: One creature in range
Attack: +30 vs. AC
Hit: 4d12 + 6 damage.
Effect: The trap attacks two other creatures in range within 6 squares of the primary target.

Countermeasures
✦ Creatures behind the rubble on the stairs have cover. A creature clinging to the opposite side of a statue has superior cover.
✦ A creature adjacent to the control mechanism can disable the trap with a DC 35 Thievery check.
✦ A creature adjacent to the pillar can attempt to destroy it (AC 4, Fortitude 15, hit points 300).

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Hellish Halberd Level 25 Elite Obstacle
Trap XP 14,000

The great dragon-headed humanoid statue clutches a halberd. It seems capable of clearing a wide swath with a single swing.

Trap: When the PCs pass the statue, it swings its halberd, then continues to attack each round and when someone tries to pass by the statue.

Perception
✦ DC 31: The character notices that portions of the statue are hinged for movement.
✦ DC 35: The character spots the hidden control panel in the statue's abdomen.

Trigger
When the PCs have moved 1 square lower than the statue on the stairs, it attacks as an immediate reaction. It then enters the initiative order directly after the creature that triggered it, attacking each round. In addition, it can make one extra attack each round as an immediate reaction, triggered when someone attempts to move past the trigger square heading upward.

Attack
Immediate Reaction or **Standard Action** **Melee** reach 6
Target: One creature
Attack: Reach 2; +31 vs. AC
Hit: 5d10 + 9 damage, and the target slides 4 (always down the stairs).
Miss: Half damage, and no slide.

Countermeasures
✦ A creature adjacent to the statue can attempt to disable the trap (Thievery DC 30).
✦ The statue can be destroyed (AC/Reflex 10, Fortitude 37, hit points 200).

Claws of Sand Level 25 Lurker
Trap XP 7,000

Great claws of burning sand rise up from the floor to grasp at those around them.

Trap: When the PCs venture too close, claws of sand reach out to attack them.

Perception
✦ DC 28: The character notices something odd about the patterns of sand on the floor.

Initiative +6

Trigger
When a character comes within 8 squares of the focus point marked "C" on the shrine, the trap rolls initiative.

Attack
Standard Action Ranged 10
Target: One creature in range
Attack: +28 vs. Reflex
Hit: 6d8 + 9 damage, and the target takes ongoing 10 damage and is immobilized (save ends both).
Miss: Half damage, no ongoing damage, and the target is slowed (not immobilized) until the end of the trap's next turn.

Countermeasures
✦ A creature adjacent to the shrine can attempt to disable the trap (Thievery DC 30).
✦ A character can attack the focus point on the shrine (AC/Reflex 4, Fortitude 10, hit points 135). Destroying the focus point deactivates the trap.

Jaws of Death Level 25 Elite Lurker
Trap XP 14,000

Wispy, wraithlike serpents with draconic heads lash out, biting bodies and souls.

Trap: The jaws of death's activation is contingent on the activation of other traps in the room. When one of those traps is triggered, so is this one.

Perception
✦ DC 28: The character notices runes carved into the skulls that make up the shrine.

Initiative +6

Trigger
When any other trap in the room is triggered, this trap rolls initiative.

Attack
Standard Action **Ran**ged sight
Target: Two creatures in range
Attack: +29 vs. Fortitude
Hit: 4d12 + 6 necrotic damage, and the target slides 6 squares.
Miss: Half damage, and the target slides 2 squares.

Countermeasures
✦ A character can attack the skulls in the shrine (AC/Reflex 4, Fortitude 10, hit points 165). Destroying the skulls deactivates the trap.
✦ Any radiant damage dealt to the skulls delays the trap for 1 round (in addition to dealing damage).

Tactics

The traps activate and attack as described. The jaws of death use their slide ability to yank PCs off stairs or statues, to send them tumbling down the steps, or to move a target into range of other traps.

Features of the Area

Illumination: None.

Door: This heavy stone door slams and locks behind the PCs when they enter this area. It requires a DC 32 Strength check to batter open or a DC 37 Thievery check to unlock. This is the only way out of this chamber.

Pillars: Each 40-foot-tall pillar fills a square and provides cover. Climbing a pillar requires a DC 33 Athletics check. The pillars marked "b" are broken off at a height of roughly 20 feet.

Rubble: These squares are difficult terrain.

Shrine: A character can step up onto the shrine at the cost of 1 extra square of movement.

Steep Stairs: The stairs are difficult terrain. A character subjected to a push, pull, or slide effect that moves him down the stairs must make a DC 33 Acrobatics check or tumble an additional 5 squares (or to the base), taking 1d6 damage and falling prone.

Statues: Climbing a statue or clinging to one after leaping from the steps requires a DC 29 Athletics check. The statue marked "a" is broken off about 5 feet higher than the neighboring stairs.

Beneath the Sands

Encounter Level 27 (58,000 XP)

Setup

1 earthen wyvern trap (E)
1 jaws of death trap (J)
Urum-Shar, ancient brown dragon (U)

Encounter Level 28 (65,000 XP), add:
1 dread wraith (W)

Provide the read-aloud text, then place Urum-Shar and a miniature or indicator for the earthen wyvern on the map. Do not place an indicator of the jaws of death trap until the PCs discover it. Do not place the dread wraith unless someone enters the pit.

When the earthen wyvern spits, read:
A stream of scintillating, viscous fluid erupts from the sculpted wyvern's mouth.

When the dragon appears, read:
Huge wings propel a body the color of ancient sand into the air. This must be the dreaded Urum-Shar!

Perception Check
DC 37: *Several small dragon skulls jut from the edges of the large platform that overhangs the pit.*

Earthen Wyvern	Level 26 Warder
Trap	XP 9,000

Hanging from the ceiling, a stone carving of a wyvern spits a vicious stream of a harmful alchemical mixture.

Trap: This stone wyvern shoots a sticky substance at those who end their turn within 8 squares of it.

Perception
✦ DC 27: The character notices that the mouth of the wyvern is a hole that goes deep into the statue.

Trigger
When a target ends its turn within range, the wyvern spits as an immediate reaction.

Attack
Immediate Reaction **Ranged** 8
Target: The creature that triggered the trap
Attack: +31 vs. Will
Hit: 6d8 + 10 damage, and the target is immobilized (save ends).

Countermeasures
✦ A character adjacent to the stone wyvern can attempt to disarm the trap with a DC 31 Thievery check.

Urum-Shar (U)	**Level 25 Solo Lurker**
Ancient brown dragon	
Gargantuan natural magical beast (dragon)	XP 35,000

Initiative +22 **Senses** Perception +19; darkvision, tremorsense 20
HP 1,160; **Bloodied** 580; see also *bloodied breath*
AC 43; **Fortitude** 43, **Reflex** 39, **Will** 41
Resist 30 fire
Saving Throws +5
Speed 12, burrow 10, fly 8 (hover), overland flight 16
Action Points 2

⊕ **Bite** (standard; at-will)
Reach 4; +31 vs. AC; 2d10 + 9 damage.

⊕ **Claw** (standard; at-will)
Reach 4; +31 vs. AC; 2d8 + 9 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Sand Spray (immediate reaction, when the dragon is attacked by an enemy using a ranged attack; at-will)
Ranged 20; targets the triggering enemy; +28 vs. Reflex; 2d10 + 6 damage, and the target is blinded until the end of the dragon's next turn.

Breath Weapon (standard; recharge ⚄ ⁞⁞)
Close blast 10; +28 vs. Fortitude; 4d10 + 7 damage. This power creates an area of swirling sand that remains in place until the end of the dragon's next turn. Any creature that starts its turn adjacent to the area or that moves through the area takes 15 damage. The area blocks line of sight for all creatures except the dragon.

Bloodied Breath (free, when first bloodied; encounter)
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Quicksand Vortex (minor; encounter)
Close burst 5; +28 vs. Fortitude; the target slides 3 squares and is slowed until the end of the dragon's next turn.

Sand Cloud (move; recharge ⚄ ⁞⁞) ✦ **Polymorph**
The brown dragon transforms into a cloud of sand and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the dragon enters takes 3d6 + 7 damage and is blinded (save ends). The dragon returns to its normal form at the end of this move.

Sandstorm (standard; encounter)
Close burst 20; targets enemies; +29 vs. Fortitude; 3d8 + 7 damage, and the target slides 5 squares. This power creates an area of swirling sand that remains in place until the end of the dragon's next turn. The area blocks line of sight for all creatures except the dragon.

Combat Advantage
The dragon deals 4d6 extra damage against any target it has combat advantage against.

Alignment Evil **Languages** Common, Draconic
Skills Endurance +24, Stealth +23
Str 29 (+21) **Dex** 22 (+18) **Wis** 24 (+19)
Con 24 (+19) **Int** 20 (+17) **Cha** 20 (+17)

Jaws of Death	Level 25 Elite Lurker
Trap	XP 14,000

Wispy, wraithlike serpents with draconic heads lash out, biting bodies and souls.

Trap: The jaws of death's activation is contingent on the activation of the earthen wyvern trap. When that trap is triggered, so is this one.

Perception

✦ DC 28: The character notices runes carved into the aide of the platform where the trap is located.

Initiative +6

Trigger

When the other trap in the room is triggered, this trap rolls initiative.

Attack

Standard Action Ranged sight

Target: Two creatures in range

Attack: +29 vs. Fortitude

Hit: 4d12 + 6 necrotic damage, and the target slides 6 squares.

Miss: Half damage, and the target slides 2 squares.

Countermeasures

✦ A character can attack the runes inscribed into the platform (AC/Reflex 4, Fortitude 10, hit points 165). Destroying the runes deactivates the trap.

✦ Any radiant damage dealt to the runes delays the trap for 1 round (in addition to dealing damage).

Dread Wraith (W)	**Level 25 Lurker**
Large shadow humanoid (undead)	XP 7,000

Initiative +25 **Senses** Perception +18; darkvision

Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.

HP 124; **Bloodied** 62; see also *death strike*

Regeneration 20 (if the dread wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)

AC 37; **Fortitude** 33, **Reflex** 37, **Will** 37

Immune disease, fear, poison; **Resist** 30 necrotic, insubstantial; **Vulnerable** 15 radiant (see also *regeneration* above)

Speed fly 10 (hover); phasing ; see also *shadow glide*

⊕ **Dread Blade** (standard; at-will) ✦ **Necrotic**

Reach 2; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).

✣ **Death Shriek** (when reduced to 0 hit points) ✦ **Psychic**

Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

Combat Advantage ✦ **Necrotic**

The dread wraith deals 3d6 extra necrotic damage against any target it has combat advantage against.

Shadow Glide (move; encounter)

The dread wraith shifts 6 squares.

Spawn Wraith

Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

Alignment Chaotic evil **Languages** Common

Skills Stealth +26

Str 18 (+16)	**Dex** 28 (+21)	**Wis** 12 (+13)
Con 20 (+17)	**Int** 14 (+14)	**Cha** 28 (+21)

Tactics

Round 1: Urum-Shar uses her *frightful presence*. If she stuns at least half the party, she spends an action point to attack the remainder. If she does not stun half the group, she transforms into sand to attack the PCs.

Round 2+: Urum-Shar uses her abilities as appropriate for the circumstances, but she rarely remains in one place for more than 1 round. If one or two PCs are away from the others—perhaps forced to move away by the jaws of death—she focuses on them. Urum-Shar fights to the death.

Features of the Area

Illumination: None.

Doors: These heavy stone doors require a DC 32 Strength check to batter open, or a DC 37 Thievery check to unlock.

Pit (area 8): The pit is not really a trap because it is blatantly obvious, though its inhabitant is not. The pit is 40 feet deep. Climbing its walls requires a DC 33 Athletics check.

Platform: The platform that stands above the pit includes the runes that are the focus for the jaws of death trap.

Rock Walls: The PCs can climb a rock ledge or outcropping by making a DC 29 Athletics check.

Smooth Walls: The south wall of the chamber and the sides of the semicircular platform are smooth. Climbing them requires a DC 37 Athletics check.

JASON A. ENGLE

ABYSSAL LAIR

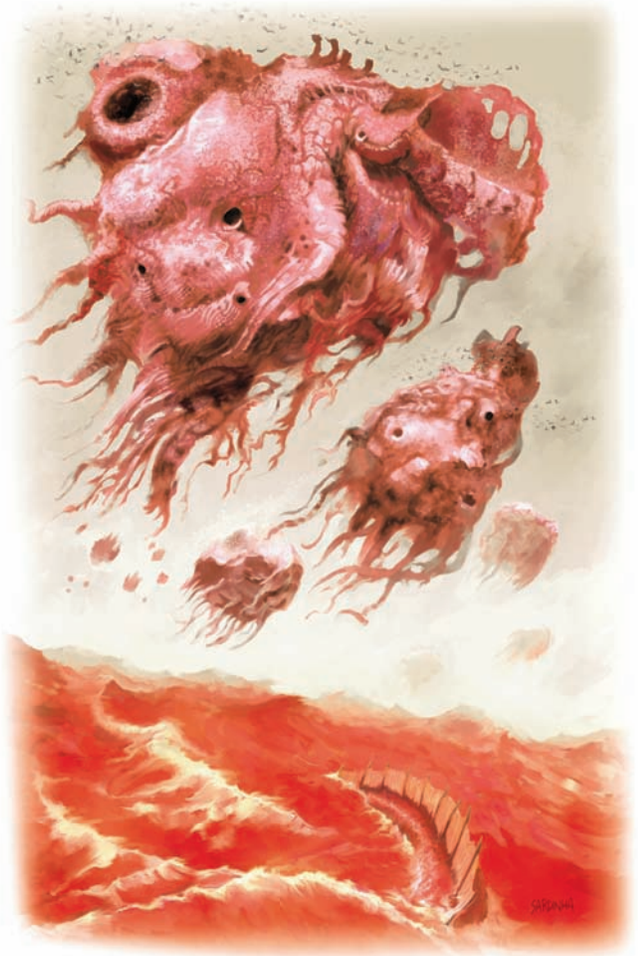
A lair for five 28th-level adventurers

In one of the countless layers of the Abyss yawns the great Blood Sea, a region of ichor and clotted fluid that churns and writhes, flowing everywhere and nowhere at once. The Blood Sea touches all great waters found in the Abyss and snatches errant travelers and foul fiends, subjecting them to the filthy denizens of its depths and the exiled demon lords left to rot on islands of flesh and congealed blood.

Although the strange and disturbing vistas of the Blood Sea are endless, few compare to the floating islands of rotting flesh that drift across the leprous sky, raining pus and blood. It is fitting, then, that the flesh clouds are home to a ravenous deathmask dragon, a beast whose hunger rivals that of the dread goristro demons and whose savagery is eclipsed only by the vicious cruelty of the balors.

History

No one is certain where the fleshy islands came from; demons have little concern or care for the history of their diseased realm. Cosmologists have postulated that the flesh might be the remains of the Blood Lord Haemnathuun, suggesting that blood fiends who joined the primordial in his ancient war against the deities retrieved sections of their master's corpse in the hope of recreating him. To escape the astral stalkers, they fled to the Abyss.



RICK SARDINHA

Other theories suggest that the flesh is from a dead deity, one cast out from the Astral Sea for madness and rent asunder by the ambitious demon lords in their bid to steal divine power for themselves. Conflicting arguments point to any number of deities, and no evidence has been found to identify any one particular god with certainty.

The true origin of these floating patches of flesh is unknown, but few can deny the identity of the islands' most infamous inhabitant—Anthraxin the Devourer. The dragon came to the islands centuries before, and she carved out a kingdom of sorts amid the fleshy mounds and suppurating sores. Establishing herself as mistress of the floating flesh, Anthraxin commanded a region devoid of subjects, aside from a scattering of blood fiends that burrowed in the moist crevices of the rancid meat. That she had no subjects meant little to the deathmask dragon. Instead, she embraced the disgusting feast before her and gorged herself on the choicest morsels harvested from the dripping viscera.

For centuries, Anthraxin ruled uncontested, and in time, even the blood fiends paid her respect, bowing and scraping before her bloated magnificence. But recently, her territory has been invaded by new powers—wretched demons from the deep that neither care nor worry about the dragon's presence. They ignore her and focus on plundering the islands, tearing through the soft meat in search of something for their distant master.

Anthraxin is concerned about the demons' presence because their work weakens the islands, and when they exhaust one, ripping apart its guts, it loses buoyancy and slowly sinks to the Blood Sea below. Fearing that the demons will destroy her entire realm, Anthraxin wants to gain their attention and, she hopes, their adulation. If she can bend them to her will, she can learn what they seek and perhaps claim it for herself.

Environment

Each island is a microcosm of the Abyss's disturbing capacity for randomness and its disdain for life. The isles are perversions, gross and twisted parodies of the land masses found in the mortal world. Instead of woods, one finds forests of hair. In place of glistening pools of clean water are leprous bogs choked with squirming parasites and crawling with vermin. Life

exists on the islands, but only in disgusting and despicable forms.

Most islands are 7 squares thick at the center. Each is an expanse of fleshy material, and the ground has the consistency of flesh. In fact, if it is burned, pus-filled blisters form; if the ground is cut, it bleeds and scabs over in time. The islands do not respond physically to violence or pain, and the appearance of fluids suggests an innate defense system to protect their integrity.

The islands float 50 to 70 feet above the Blood Sea. They are naturally buoyant and can bear any weight without losing altitude. The only way to bring down an island is to kill it by dealing extensive damage to whatever lies beneath the skin.

A few islands sport bizarre organs that resemble red eyes. When a creature comes within 5 squares of an eye, it flutters open and watches the intruder. Blood wells up from a dozen tear ducts, spills down, and gathers in puddles. The pupil follows the movements of any creature that comes close, but the eye shuts as soon as all creatures move more than 5 squares away from it. An eye has AC 3 and 30 hit points. If reduced to 0 hit points, it spews a torrent of blood that makes the ground slippery in a radius of 5 squares. Such spaces are both difficult terrain and challenging terrain (Acrobatics DC 15).

Beneath the islands churns the Blood Sea. The fluid is actually blood and counts as rough water for the purpose of making Athletics checks to swim or tread water.

Approaching the Lair

When the PCs approach the area, read:

Drifting beneath a pestilential firmament are six fleshy clouds, islands in the sky. They quiver as they move, trailing curtains of filth as they travel across the diseased heavens.

Area 1: The Weeping Wound

Floating 60 feet above the Blood Sea, this island jockeys with the Island of Pustules (area 2) for the lead position, but it frequently loses ground because it hemorrhages blood from a dreadful wound. Flaps of skin hang like a skirt beneath the central mound.

When the PCs land on this island, read:

A profound stink rises from this island of flesh, emanating from a ring of putrid skin that sloughs chunks of decayed meat. Pouring from a grievous wound is a river of blood that spills off the edges, raining down on the crimson sea below.

Area 2: Island of Pustules

This island is "healthy" except for the tumescent pustules that dot its surface. It floats 70 feet above the sea.

When the PCs land on this island, read:

The ground here is firm and leathery, almost as if callused. Rubbery mounds scattered across the ground are filled with green fluid.

The pustules are harmless until they are touched.

Tumescent Pustule	Level 15 Blaster
Hazard	XP 1,200
A shuddering pustule bursts in an explosion of acidic slime.	
Hazard: When creatures touch these pustules, they explode in a burst of acid.	
Perception	
No check is necessary to notice the pustules.	
Additional Skill: Nature	
✦ DC 25: The character recognizes the danger of the pustules before they erupt.	
Trigger	
A pustule explodes when touched.	
Attack	
Opportunity Action Close burst 4	
Target: Each creature in burst	
Attack: +17 vs. Reflex	
Hit: 4d8 + 7 acid damage, and the target takes ongoing 5 acid damage and is weakened (save ends both).	
Miss: Half damage.	
Countermeasures	
✦ A character in the burst can minimize the damage of a pustule with a DC 23 Nature check made as an immediate interrupt before the pustule's attack. On a success, the character gains a +2 bonus to Reflex on the attack, and takes no damage if the attack misses.	

Area 3: Rotten Island

Another damaged island, this one began its slow decline after being struck by a falling object—Rroglatha, a former marilith servant of Graz'zt who displeased her master and was thrown down to the Sea of Blood. Instead of hitting the sea, Rroglatha struck this island and punched through the flesh to become embedded inside. The demon was killed on impact, and her trapped carcass still festers, infecting the island and causing it to rot from the inside out.

When the PCs land on this island, read:

The stench of decay here is overwhelming and seems strongest from a jagged hole that bores into the island. Vile pus wells up from the hole, green from infection. On the opposite side of the island, more fluid spills off the edge to fall on a lower plateau, where it gathers in a stinking pool.

The Rotten Island holds a few places of interest.

Infected Wound: The infected wound marks the place where the demon fell. The area around the wound is slick with corruption, and the hole descends 10 feet to a puddle of the noxious stuff. Characters exposed to the fluid are automatically slowed and weakened (save ends both).

Gangrenous Pond: As the infection in the island worsens, it oozes fluids from a small cavelike opening that drains the corruption and slows its inevitable march toward destruction. The runoff flows over the edge of the island, gathering in a disgusting pool on a lower ledge, where bright green parasites swallow it and burrow into the soft flesh. These creatures are harmless, but the pond is not. A character touching the pond or the runoff above takes 10 acid damage. Characters immersed in the fluid take 50 acid damage and ongoing 20 acid damage (save ends).

Area 4: Clots

It should come as no surprise that portions of the Sea of Blood occasionally congeal into clots. The entire sea isn't covered by a vast skin of dried blood because creatures from the depths harvest the dried material, breaking off chunks to bring back to their sunken citadels and devour at their leisure. Although the indigenous creatures of the Blood Sea hinder the growth of clots, mounds of brittle material can be found throughout the sea and are rarely unoccupied.

When the PCs land on a clot, read:

This strange formation is tough and leathery, with crests and waves across its entire area. It moves across the dark sea with ease and shifts beneath your weight.

The clots hold nothing of interest. If you'd like to inject a bit more danger into this environment, consider populating a clot with the following optional encounter.

Optional: Stranded

Level 23 Encounter (XP 25,500)

✦ 5 blood fiends (level 23 soldier)

A band of blood fiends fell from one of the floating islands, dislodged by the demonic miners. They now congregate on a blood clot, cursing their enemies far above, but they are too afraid of the demons to seek revenge.

Area 5: Isle of Faces (Level 28)

This island, whose surface resembles a patchwork of faces, houses Anthraxin and her blood fiend cronies. From the quivering hills, she watches her foes on the demon mines (area 7) with interest. She makes no effort to hide her presence.

Characters trigger the tactical encounter by landing on the island.

Tactical Encounter: "Isle of Faces," page 154.

Area 6: Hair Forest

This island floats 50 feet above the Blood Sea, just below the Isle of Faces.

When the PCs land on this island, read:

Towering brown and black trees covered in scales and barbs curl up from the spongy ground.

In truth, the trees are massive hairs, each about 3 feet in diameter and up to 20 feet tall. Climbing a hair requires a DC 15 Athletics check, but a hair bends to the ground when it is burdened by more than 300 pounds of weight.

Area 7: Demon Mines (Level 25)

On this island, a balor leads a company of demons in search of the fallen servant of Graz'zt. They serve Pazuzu, demon lord of the winds and father of droughts and famine, and they seek to wring Graz'zt's secrets out of the marilith—if she still lives. Heedless of the fact that their excavations kill the islands, the demons continue to tear apart every bit of flesh and slaughter anything that gets in their way.

Landing on this island triggers the tactical encounter.

Tactical Encounter: "Demon Miners," page 156.

Area 8: Buboes

Not all the islands are large masses; floating amid the rest are numerous tiny bits of flesh called buboes. Crawling with vermin and favored by demonic carrion birds, buboes rarely last long. However, they respond to the presence of life. Any living creature that lands on a bubo can exert its influence over the island by making a DC 30 Charisma check. A success allows the creature to direct the bubo, maneuvering the small island wherever it wishes. Each bubo has a fly speed of 8. If a bubo is flown more than 1 mile from the rest of the islands, it decays rapidly, depositing its riders into the Blood Sea.

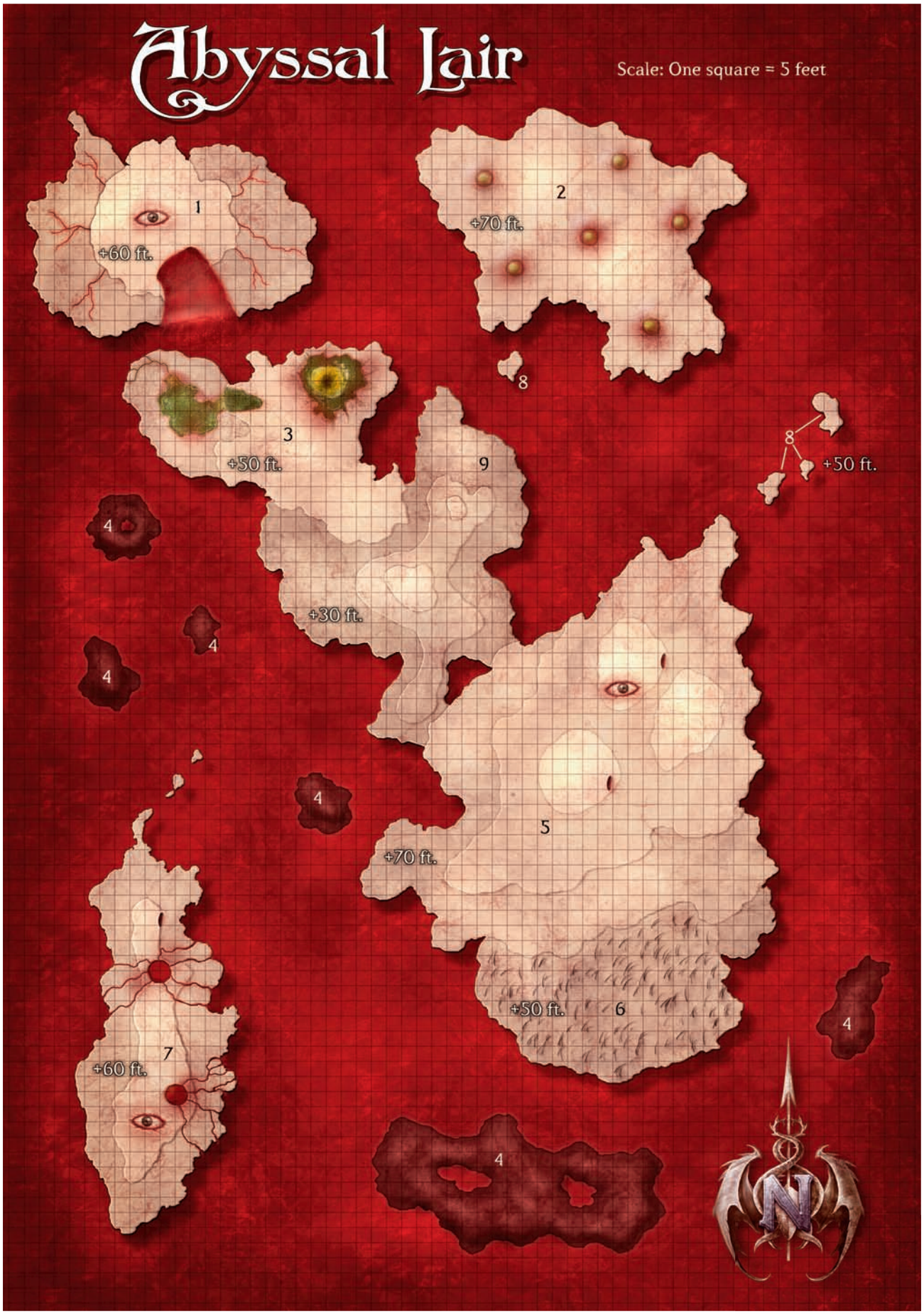
Area 9: Sinking Island

Demonic mining killed this island, and now it slowly sinks toward the Blood Sea below. It currently hovers 30 feet above the crimson surface.

When the PCs land on this island, read:

The ground here is soft and gives under your weight. It sags in places, and the cavities fill with brown fluid that reeks of decay. You get the distinct impression that this island is no longer alive.

JASON A. ENGLE


Abyssal Lair
Scale: One square = 5 feet
1
+60 ft.
2
+70 ft.
3
+50 ft.
8
8
+50 ft.
9
4
+30 ft.
4
4
4
5
+70 ft.
+50 ft.
6
4
7
+60 ft.
4
N

Isle of Faces

Encounter Level 28 (65,400 XP)

Setup

Anthraxin the Devourer (A)
4 blood fiends (B)

Encounter Level 28 (71,800 XP), add:
4 gray wing vrocks (see page 157)

Anthraxin sits in the open, confident that her malevolent presence will deter other creatures from threatening her. Although her attention is fixed on area 7, she is mindful of other creatures that come close. Place her miniature where indicated on the tactical map.

The blood fiends prowl around the island, wailing about the destruction of their floating homes. Enraged by the demons, they would attack the miners in area 7 if not for the fact that Anthraxin forbids it, at least for now. Place the blood fiends where indicated on the tactical map.

The players should place their miniatures on the edge of the map on a side appropriate to the direction they came from.

When the PCs land on the island, read:

Positioned between three smooth hills is a great draconic horror, a vile cross of dragon and demon. Scores of legs emerge from the sides of its serpentine body. From between its scales, twisted, leering faces mouth silent curses. The dragon's head is wide and toadlike, and a smear of red across its lips suggests that it is unusually vain—or hungry.

Gathered around the beast are four powerfully built humanoids. They have gleaming eyes the color of the sea below and wide maws filled with crooked fangs. Two sets of claws flex in eagerness for the coming attack.

Perception Check

DC 15: *The ground here resembles the dragon in that it is a mass of facial features—noses, mouths, and blinking eyes. In some cases, they are arranged enough to look like faces.*

DC 20: *The dragon seems preoccupied, frequently casting its gaze at a distant island, where you see enormous demons ripping through the flesh and spraying fountains of blood as they work.*

Anthraxin the Devourer (A) **Level 26 Solo Controller**
Deathmask dragon
Huge elemental magical beast (demon, dragon) XP 45,000

Initiative +21 **Senses** Perception +19; darkvision
HP 1,105; **Bloodied** 552; see also *bloodied breath*
AC 44; **Fortitude** 41, **Reflex** 42, **Will** 44
Resist 35 necrotic, 30 variable (2/encounter; *MM* 282)
Saving Throws +5
Speed 9, climb 9 (spider climb), fly 8 (hover), overland flight 18; phasing
Action Points 2

Bite (standard; at-will) ✦ **Necrotic**
Reach 3; +31 vs. AC; 2d8 + 7 damage, and the target takes ongoing 20 necrotic damage (save ends).

Claw (standard; at-will)
Reach 3; +31 vs. AC; 2d10 + 7 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Mask of Dread (minor; at-will) ✦ **Fear, Psychic**
Ranged 20; +29 vs. Will; 2d6 + 10 psychic damage. Until the end of the dragon's next turn, when the target deals damage, it takes psychic damage equal to half the amount dealt.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Necrotic**
Close blast 10; +30 vs. Fortitude; 3d8 + 7 necrotic damage, and the target is blinded until the end of the dragon's next turn. Miss: Half damage, and the target is not blinded.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Necrotic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +30 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Wail of Death (standard; recharge ⚄ ⁞⁞) ✦ **Fear, Psychic**
Area burst 5 within 10; +29 vs. Will; 4d6 + 10 psychic damage. When the target deals damage, it takes psychic damage equal to half the amount dealt (save ends).

Alignment Evil **Languages** Abyssal, Draconic
Skills Bluff +28, Intimidate +28, Dungeoneering +24
Str 23 (+19) **Dex** 26 (+21) **Wis** 22 (+19)
Con 25 (+20) **Int** 23 (+19) **Cha** 30 (+23)

4 Blood Fiends (B) **Level 23 Soldier**
Medium elemental humanoid XP 5,100 each

Initiative +21 **Senses** Perception +23; darkvision
HP 220; **Bloodied** 110
AC 41; **Fortitude** 36, **Reflex** 34, **Will** 32
Immune fear
Speed 8, fly 10

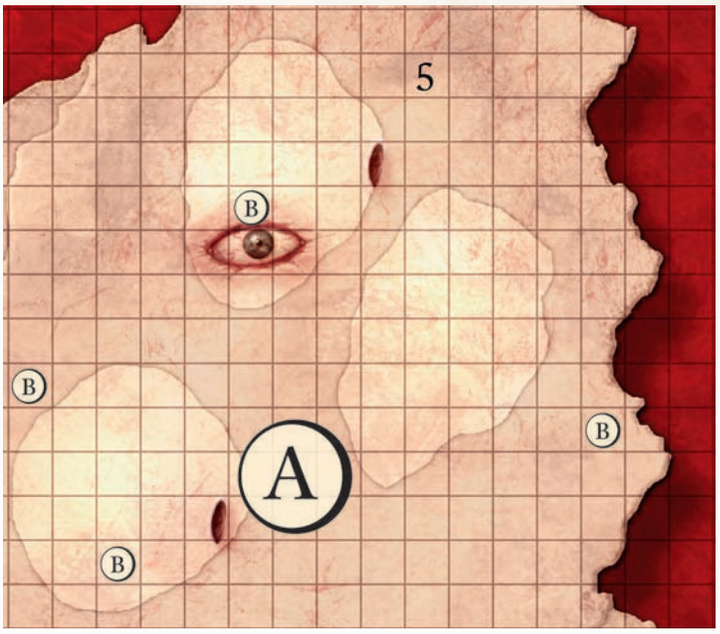
Claws (standard; at-will)
+28 vs. AC; 2d8 + 10 damage.

Bloodthirsty Bite (standard; at-will) ✦ **Healing**
Requires combat advantage; +28 vs. AC; 1d8 + 10 damage, and the target is grabbed and takes ongoing 10 damage (until escape). Also, the blood fiend regains 10 hit points.

Terror Gaze (minor; at-will) ✦ **Fear**
Close blast 3; +24 vs. Will; the target is immobilized (save ends).

Combat Advantage
The blood fiend gains combat advantage against any living, bloodied enemy.

Alignment Chaotic evil **Languages** Primordial
Skills Intimidate +24
Str 30 (+21) **Dex** 26 (+19) **Wis** 24 (+18)
Con 28 (+20) **Int** 22 (+17) **Cha** 27 (+19)



Tactics

An attack shocks Anthraxin, but she quickly recovers and viciously responds in kind.

Round 1: The dragon's first action is to catch the adventurers in the area of her *wail of death*; then she uses *mask of dread* against an enemy outside that area. Finally, she moves forward and uses *frightful presence* to stun her enemies.

The blood fiends take to the air, each flying toward a different enemy. When one comes within 3 squares of a PC, it uses *terror gaze* to immobilize that enemy and try to push him into the sea below.

Round 2: Anthraxin phases through the island, emerges beneath it, and flies back up toward the PCs, hoping to take them from behind. After she is in position, she spends an action point to use her *breath weapon* and takes a minor action to use *mask of dread* against an enemy.

The blood fiends continue to use *terror gaze* until an enemy lands on the island. At that point, they drop back to the ground to attack with their claws.

Round 3+: Anthraxin closes with any PCs on the ground and presses them with bites and claws until her powers recharge. Whenever possible, she backs off and uses a power instead of staying in melee.

The blood fiends fight until the PCs are bloodied and then go wild with their *bloodthirsty bite*.

Development

Combat might draw the attention of the balor in area 7. If the battle continues for 4 or more rounds, the balor dispatches the gray wing vrocks to investigate and bring the fight to a close so that the demons can work without being disturbed.

Features of the Area

Illumination: A dim red light suffuses the area.

Faces: Faces peer up from the island's surface, potentially obstructing movement because of their gaping mouths. Any creature that did not move on its previous turn becomes slowed until the end of its turn.

Orifice: A pair of moist openings lead into the dark recesses of the island. They are too small to enter, but they spew noxious gas. Creatures that start their turns adjacent to an orifice become weakened until the end of their next turn. Tucked into one of the orifices (your choice) is the dragon's hoard. It consists of a small golden coffer (500 gp) containing 12 ad and 3,145 pp; a sack with five star sapphires (5,000 gp each); an amulet of cold-forged elemental fire bearing a soul fragment of one of the first archons (50,000 gp); an adamantine broach set with an astral diamond (50,000 gp); a brilliant rug woven from celestial gold that depicts images of suns and stars on a field of white (50,000 gp); a tiny, nonfunctional mechanical bird constructed of adamantine and platinum (15,000 gp); a level 27 magic item; and a level 29 magic item.

Soft Edges: The island's edges are thin and incapable of supporting weight. Any creature that enters a square containing an edge must succeed on a DC 10 Acrobatics check or slip off the edge and fall into the Blood Sea 70 feet below, taking 7d10 falling damage on impact.

Weeping Eye: This bizarre organ resembles a red eye. When a creature comes within 5 squares of the eye, it flutters open and watches the intruder. Blood wells up from a dozen tear ducts, spills down, and gathers in puddles. The pupil follows the movements of any creature that comes close, but the eye shuts as soon as all creatures move more than 5 squares away from it. The eye has AC 3 and 30 hit points. If reduced to 0 hit points, it spews a torrent of blood that makes the ground slippery in a radius of 5 squares. Such spaces are both difficult terrain and challenging terrain (Acrobatics DC 15).

Conclusion

The blood fiends fight until destroyed. Anthraxin is no fool, however, and might fly to another island to lure the PCs to dangerous terrain. She favors the Island of Pustules (area 2), but if reduced to one-quarter or fewer of her hit points, she leads the PCs to area 7 to force the demons into the fight.

JASON A. ENGLE

Demon Miners

Encounter Level 25 (38,000 XP)

Setup

1 balor (B)
2 goristros (G)
4 gray wing vrocks (V)

Encounter Level 24 (31,600 XP), subtract:
4 gray wing vrocks (if already defeated)

Encounter Level 30 (103,400 XP), add:
Anthraxin the Devourer (see page 154)
4 blood fiends (see page 154)

The balor watches two goristro demons rip open the island's flesh to search for the fallen marilith. Meanwhile, four gray wing vrocks circle around the island to protect the excavation. Place all the demons where indicated on the tactical map. (If the PCs have already dealt with Anthraxin, they might have faced and defeated the vrocks, too. If so, do not place miniatures for those creatures.)

The players should place their miniatures at the edge of the map if they are flying or on the island's edge if they used other means to reach the demons.

When the PCs approach the island, read:
Two massive, bull-headed demons tear through the soft flesh of the island with claws and teeth, sending sprays of blood into the air. A towering, winged humanoid wreathed in flames watches them work. It grips a jagged, lightning-shaped sword in one hand and cracks a whip at its servants with the other.

When the PCs face the vrocks, read:
Oversized vulturelike creatures swoop through the air on large wings. Steel-gray feathers that end in blood-red tips cover their bodies except for their fleshy, wattled heads.

Balor (B)	**Level 27 Elite Brute**
Huge elemental humanoid (demon)	XP 22,000
Initiative +17 **Senses** Perception +23; truesight 6	
Flaming Body (Fire) aura 2 (aura 3 while the balor is bloodied); enemies that start their turns in the aura takes 10 fire damage (20 fire damage while the balor is bloodied).	
HP 624; **Bloodied** 312; see also *death burst*	
AC 42; **Fortitude** 46, **Reflex** 39, **Will** 40	
Immune fear; **Resist** 40 fire, 20 variable (3/encounter; *MM* 282)	
Saving Throws +2	
Speed 8, fly 12 (clumsy)	
Action Points 1	
Lightning Sword (standard; at-will) ✦ **Lightning, Weapon** Reach 3; +32 vs. AC; 2d10 + 10 lightning damage, or 3d10 + 30 lightning damage on a critical hit.	
Flame Whip (standard; at-will) ✦ **Fire, Weapon** Reach 5; +30 vs. Reflex; 3d8 + 5 fire damage, and ongoing 5 fire damage (save ends). Also, the target is pulled into an unoccupied space adjacent to the balor.	
Fire and Lightning (standard; at-will) ✦ **Fire, Lightning, Weapon** The balor makes a lightning sword attack and a flame whip attack.	
Demonic Accuracy (free, when the balor misses with an attack; encounter) The balor rerolls the attack and gains a +5 bonus to the roll.	
Death Burst (when reduced to 0 hit points) ✦ **Fire** The balor explodes in a burst of flame: close burst 10; +29 vs. Reflex; 7d10 fire damage. *Miss:* Half damage. The balor and its weapons are completely destroyed.	
Alignment Chaotic evil **Languages** Abyssal, Common	
Skills Bluff +20, Insight +23, Intimidate +20	
Str 30 (+23) **Dex** 19 (+17) **Wis** 21 (+18)	
Con 32 (+24) **Int** 12 (+14) **Cha** 14 (+15)	

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2 Goristros (G) **Level 19 Elite Brute**
Huge elemental humanoid (demon) XP 4,800 each

Initiative +10 **Senses** Perception +17; darkvision
HP 450; **Bloodied** 225; see also *raging frenzy*
AC 31; **Fortitude** 34, **Reflex** 27, **Will** 29
Resist 20 variable (2/encounter; *MM* 282)
Saving Throws +2
Speed 8
Action Points 1

⊕ **Slam** (standard; at-will)
Reach 3; +22 vs. AC; 2d10 + 8 damage.

⸸ **Double Attack** (standard; at-will)
The goristro makes two slam attacks.

⸸ **Goristro Stomp** (immediate reaction, when a nonadjacent enemy moves adjacent to the goristro; recharge ⚅ ⚄ ⚃)
The goristro makes an attack against the enemy: +22 vs. AC; 4d8 + 8 damage, and the target is knocked prone.

⸸ **Goring Charge** (standard; at-will)
The goristro makes a charge attack: +23 vs. AC; 3d10 + 8 damage, and the target is pushed 2 squares and knocked prone.

⸸ **Raging Frenzy** (immediate reaction, when attacked by an adjacent enemy while bloodied; at-will)
The goristro makes a frenzied gore attack against the enemy: +22 vs. AC; 2d8 + 8 damage.

Alignment Chaotic evil **Languages** Abyssal
Str 27 (+17) **Dex** 12 (+10) **Wis** 17 (+12)
Con 25 (+16) **Int** 6 (+7) **Cha** 12 (+10)

4 Gray Wing Vrocks (V) **Level 17 Skirmisher**
Large elemental humanoid (demon) XP 1,600 each

Initiative +15 **Senses** Perception +15; darkvision
HP 164; **Bloodied** 82; see also *spores of madness*
AC 31; **Fortitude** 29, **Reflex** 27, **Will** 27
Resist 10 variable (2/encounter; *MM* 282)
Speed 6, fly 8; see also *flyby attack*

⊕ **Claw** (standard; at-will)
Reach 2; +22 vs. AC; 2d8 + 7 damage.

⸸ **Flyby Attack** (standard; at-will)
The vrock flies up to 8 squares and makes one claw attack at any point during that movement. The vrock doesn't provoke opportunity attacks when moving away from the target of the attack.

✧ **Stunning Screech** (standard; recharge ⚃)
Close burst 3; deafened creatures are immune; +21 vs. Fortitude; the target is stunned until the end of the vrock's next turn.

✧ **Spores of Madness** (free, when first bloodied; encounter)
✦ **Poison**
Close burst 2; demons are immune; +20 vs. Will; 1d10 + 5 poison damage, and the target is dazed (save ends).

Alignment Chaotic evil **Languages** Abyssal
Skills Bluff +17, Insight +15
Str 25 (+15) **Dex** 20 (+13) **Wis** 15 (+10)
Con 20 (+13) **Int** 12 (+9) **Cha** 20 (+13)

Tactics

Round 1+: Although the balor can fly, it doesn't do so very well, so it fights from the ground. It uses *fire and lightning* to hit any enemies that it can reach, dragging its victims into the flames of its body.

The goristros use *goring charge* against any PCs on the ground, hoping to knock their foes off the island and into the sea. If a goristro has no viable enemies, it spends its entire turn ripping new holes in the island. Each hole takes up 1 entire square and functions as a flesh mine (see Features of the Area).

The vrocks are far more adept in the air and attempt to close with flying PCs. They attack using *stunning screech* and then use *flyby attack* to slash at flying foes and drive them to the island.

Development

If the PCs have not yet dealt with Anthraxin, the deathmask dragon sees the battle as an opportunity to take out the demons and the adventurers at the same time. She and her blood fiends leave their island and join the fight, arriving at the start of the third round.

The blood fiends drop from the air and attack the goristros with their claws, trying to stop the demons' efforts to destroy the island. They use *terror gaze* at anyone who interferes. The blood fiends are most concerned with destroying the demons and regard the PCs as secondary targets only.

Anthraxin keeps to the air, using *wail of death* to haunt the PCs. She reserves her action points, *breath weapon*, and *frightful presence* for use in the event that she is attacked by three or more enemies at one time.

The demons are not selective about their foes. The goristros gladly engage the blood fiends. The vrocks split their attention between flying PCs and the dragon. The balor attends to PCs on the ground or attacks the blood fiends to preserve its miners.

Features of the Area

Illumination: A dim red light suffuses the area.

Flesh Mine: The goristros tear jagged holes in the island, causing fountains of blood to spew into the air. Any square adjacent to a flesh mine is lightly obscured.

Orifice: A moist opening leads into the dark recesses of the island. It is too small to enter, but it leaks noxious gas. Creatures that start their turns adjacent to the orifice become weakened until the end of their next turn.

Soft Edges: The island's edges are thin and incapable of supporting weight. Any creature that enters a square containing an edge must succeed on a DC 10 Acrobatics check or slip off the edge and fall into the Blood Sea 70 feet below, taking 7d10 falling damage on impact.

Weeping Eye: This bizarre organ resembles a red eye. When a creature comes within 5 squares of the eye, it flutters open and watches the intruder. Blood wells up from a dozen tear ducts, spills down, and gathers in puddles. The pupil follows the movements of any creature that comes close, but the eye shuts as soon as all creatures move more than 5 squares away from it. The eye has AC 3 and 30 hit points. If reduced to 0 hit points, it spews a torrent of blood that makes the ground slippery in a radius of 5 squares. Such spaces are both difficult terrain and challenging terrain (Acrobatics DC 15).

REGNANT FANE

A lair for five 29th-level adventurers

Hidden in dark corners of the world are grim temples to the deity Tiamat. Some are recent constructions, and others are ancient. A few share similar floor plans. However, Tiamat rarely visits any of these temples herself. In this regard, the Regnant Fane numbers among a handful of locations so blessed, for here, the god laid a clutch of eggs.

History

Some years past, a high priest of Tiamat named Azarr Kul created a magnificent temple to his divine benefactor. With her guidance, Kul dominated goblin, hobgoblin, and related monstrous humanoid tribes of the Wyrmsmoke Mountains. Kul, a dragon-favored hobgoblin, then turned his attention to the wider lands beyond the mountains. Unsuspecting human cities lay in the vale beyond, ripe for plunder to the greater glory of Tiamat's celestial hoard (and her priesthood's coffers).

But Azarr Kul's ambitions were opposed by a valiant group of war veterans. They bearded the priest in the inner sanctum of his own temple, defeating him and the partly formed avatar of Tiamat that coalesced in Kul's final hour. The allied armies that had formed under Tiamat's banner melted away.

Surviving goblinoids that had served Azarr Kul declared the temple complex taboo and stayed clear ever after. The abandoned fane lay quiescent for over a year. However, divine energy released in the fane during the high priest's final struggle remained. This fell energy reignited the divine portals that Kul had devised for communion with his deity.

Even in her priest's absence, Tiamat turned her attention to the fane anew. She recalled the buried, abandoned temple already hallowed in her name and chose it as an ideal location for a nest—the perfect hideaway for a clutch of her divine eggs. To further divert attention from the fane, she ripped away the original entrance one night, making it look as though a natural rockfall was to blame. Tiamat then arranged for new, stronger guardians in the fane and departed, confident that the temple would remain hidden. And if it did not, well, she would return to squelch any disturbance.

Environment

The Regnant Fane is concealed in the Wyrmsmoke Mountains, though few that remain in the area now recall it. The old pathway leading to the fane was collapsed by the warriors who defeated Azarr Kul, and no direct physical method of reaching the temple remains. The entire complex is sealed in stone.

However, a less direct entrance exists. Those who desire to gain entry can find clues to locate the proper portal. (No clues are provided in the description of this lair; feel free to work them into your own adventures.)

Approaching the Regnant Fane

The planar portal that leads to the fane was ripped away from the world and hidden in a secure location—a fiery isle lost in the infinity of the Elemental Chaos. However, epic-level characters who have the right clues can eventually find this entrance, which is the only way that anyone other than Tiamat can enter the fane.

When the PCs find the portal, read:

Amid the surging flames of the surrounding firestorm, a mote of stone resolves as a free-floating cliff face. The cliff face is carved to resemble a lifelike sculpture of a five-headed dragon. The dragon is massive—easily 150 feet tall—and carved as if emerging from the stone. The five serpentine necks arch up and then back down, each leering a challenge at any who dare approach.

A huge pair of closed stone double doors are set into the dragon's chest. Each door is 6 feet wide and 12 feet tall.

The entrance to the fane is trapped. The trap is triggered when anyone attempts to open the doors without observing proper obeisance (uttering the words, "Hail Tiamat, Devourer of Worlds and Granter of Vengeance," in Draconic).

The entrance is not locked, but regardless of whether the intruder knows the words to bypass the trap, Tiamat is aware when the doors to the fane are opened. It is only a matter of time before she shows up to investigate the disturbance and deal with the trespassers.

Why Visit the Regnant Fane?

Possible reasons that a group of epic-level player characters might want to visit the fane include:

Dragon eggs laid by Tiamat are valuable beyond reckoning, and a clutch lies in the fane.

Tiamat is the ultimate villain in a long-running campaign, and the PCs hope to draw her into battle here by attacking her eggs.

Talking to Tiamat is a crucial step in an even greater epic quest.

Five-Headed Trap	Level 30 Blaster
Trap	XP 19,000

The trap breathes five separate area breath attacks on all creatures within the area centered on the entrance.

Trap: Creatures that open the door without paying proper tribute to Tiamat are attacked by the five stone dragon heads that stand guard here.

Perception

✦ DC 30: A character notices magical trigger runes etched lightly around the area.

Trigger

When a creature attempts to open the doors without observing proper obeisance (uttering the words, "Hail Tiamat, Devourer of Worlds and Granter of Vengeance," in Draconic), each of the five stone heads releases an attack that target all creatures within 50 feet of the entrance. The trap resets when the doors are closed. Anyone passing through in the opposite direction also triggers the attack, regardless of whether he makes proper obeisance.

Blue Dragon Head Attack

Standard Action **Close** blast 12
Target: Each creature in blast
Attack: +33 vs. Reflex
Hit: 4d10 + 12 lightning damage, plus negate one of the target's resistances (acid, cold, fire, lightning, or poison) until the end of the encounter.

Black Dragon Head Attack

Standard Action **Close** blast 12
Target: Each creature in blast
Attack: +33 vs. Reflex
Hit: 4d8 + 12 acid damage, and ongoing 30 acid damage and –4 to AC (save ends both).

Green Dragon Head Attack

Standard Action **Close** blast 12
Target: Each creature in blast
Attack: +33 vs. Fortitude
Hit: 3d12 + 12 poison damage, plus dragonsbreath poison.
Dragonsbreath Poison (**Poison**) Ongoing 20 acid damage and slowed (save ends). *Aftereffect:* Slowed (save ends).

Red Dragon Head Attack

Standard Action **Close** blast 12
Target: Each creature in blast
Attack: +33 vs. Reflex
Hit: 3d12 + 12 fire damage, and ongoing 20 fire damage (save ends). *Aftereffect:* Ongoing 10 fire damage (save ends).

White Dragon Head Attack

Standard Action **Close** blast 12
Target: Each creature in blast
Attack: +35 vs. Reflex
Hit: 9d6 + 12 cold damage, and the target is immobilized (save ends).

Countermeasures

✦ A character who notices the runes and can read Draconic can infer the proper words to bypass the trap by making a DC 30 Arcana check.
✦ A creature adjacent to the trap can disable one head with a DC 34 Thievery check.

Anyone who passes through the doors travels through several dimensions and reaches the Regnant Fane.

Area 1: Temple Entrance

Creatures that survived or bypassed the trap in area 1 arrive here.

When the PCs pass through the portal, read:

You hurtle through a gap between nothing and everything. No air, no heat, nothing but nothing . . . until a blue parabola snatches you back to reality. You fall several feet onto a litter of rotting wooden pews.

When the PCs look around area 1, read:

Disembodied points of light swirl and flow across the high ceiling, illuminating this chamber as if by candlelight.

Broken wooden pews fill the southern half of this temple. A flickering discontinuity in space hangs a few feet above the pews.

The northern portion of the temple is raised 5 feet and dominated by a stone altar that has been hewn in half. Three stone dragon heads rise up around the altar like the curling fingers of an upturned palm, and two other heads lie shattered and broken on the floor.

Five large alcoves 20 feet above the floor overlook the chamber.

At one time, this temple was active and saw periodic sacrifice to Tiamat. Now all is quiet, and its fell magic has been dispersed. The ancient exits to the south are destroyed, apparently having been collapsed by rockfalls. The only way out is back through the hole in space above the pews or forward through a large tunnel to the north.

Area 2: Guarded Cavern (Level 28)

Tiamat placed new, more potent guardians in this cavernous chamber to safeguard her eggs.

When the PCs look into area 2, read:

The air in the cavern is cemetery-cold and smells of rot. Thick carpets of pallid fungus grow around stalagmites, and razor-sharp stalactites descend from the ceiling. The cavern rises in three great steps toward the east, each tier rising roughly 10 feet above the previous. In the center of the chamber along the south wall is a massive, irregular pit of unknown depth filled with darkness.

Attempting to pass through the chamber triggers the tactical encounter.

Tactical Encounter: "Guarded Cavern," page 162.

Area 3: Outer Sanctum

This area was a place where clerics of Tiamat came to amplify their magic.

When the PCs look around area 3, read:

Five sinuous stone dragon heads curve up from the second level of a three-tiered circular platform in the center of this round chamber. Dim spheres of light shine in each dragon's mouth, shifting between white, red, green, blue, and black.

An alcove to the north houses a 10-foot-wide shaft that leads up through the ceiling.

Shaft: The shaft to the north rises 100 feet into the fane's inner sanctum (area 7). The stone walls are polished smooth (Athletics DC 30 to climb).

Dragon Altar: A DC 30 Religion check reveals that the altar can be used by clerics to reinvigorate themselves. On a DC 44 Religion check, a PC realizes that only clerics who worship Tiamat will gain a benefit from standing in the center of the dragon heads. (The benefit to a disciple of Tiamat is the renewal of all daily powers and 1 extra action point, usable once per day.)

Encounter: Five-Headed Trap, page 159.

Any other creature that stands in the center of the circular platform triggers another Five-Headed trap as described above. However, the trap attacks only those standing on a tier of the platform.

Secret Door: A DC 25 Perception check reveals a secret door to the west.

Area 4: Chambers of Loss

The door to this chamber hangs on its hinges.

When the PCs look into area 4, read:

This once-opulent chamber has suffered from the depredations of time and, perhaps, looters. Thick carpets on the floor are rent and infested with sickly white lice. Tapestries, possibly once depicting Tiamat, hang in rags on the wall. A collapsed four-poster bed sits in the southeast corner of the chamber, its mattress stained with black and yellow mold.

The room contains one item that might be of interest to the PCs.

Water Pipe: A bejeweled water pipe lies beneath the bed. It is crafted to look like a five-headed dragon. Each head is a pipe stem, allowing up to five people to partake at the same time. A DC 30 Arcana check reveals a tinge of old magic in the water pipe, rendering it unbreakable. Any other powers this object might have had have been eroded by time. However, the pipe is a rare relic of Tiamat, and to the proper collector of such trophies, it would be worth up to 20,000 gp.

Area 5: Summoning Room

Like the door to area 4, this door to this chamber hangs on its hinges.

When the PCs look into area 5, read:

A complex circular diagram 10 feet in diameter is inscribed in the floor of this room. Signs and glyphs carved around the periphery of the ring are inlaid with silvery metal.

The ring acts as a permanent teleportation circle with a preset destination. Anyone looking through the portal sees a cloud-swept skyscape; the portal opens a few thousand feet above the Wyrmsmoke mountains, directly above the chamber where the PCs now stand. If the characters don't want to exit the temple through the hole in the air above the pews in area 1, they can leave by means of the circle.

Area 6: Treasury

The door to this chamber is secret and requires a DC 35 Perception check to notice.

When the PCs look into area 6, read:

The hallway opens to accommodate a broad set of shallow steps leading up to a diamond-shaped chamber. Each stair is cracked, cut, and partially dissolved, as if having weathered years of violent elemental storms. The diamond-shaped room contains a litter of smashed, looted chests, each apparently constructed from the scales of chromatic dragons.

The temple's treasury was looted long ago. However, if the PCs search through the detritus and make a successful DC 25 Perception check, they spot a crack in the floor in which something catches the light—a large diamond (5,000 gp) that was overlooked by the thieves.

Area 7: Inner Sanctum (Level 30)

The PCs can reach this chamber by traveling up the shaft in area 3.

When the PCs look into area 7, read:

This roughly oval room is inscribed from top to bottom with a scalelike pattern that gives you the sense that the entire space lies inside a giant egg. Five oval balconies encircle the perimeter of the room. Four of them contain magnificent stone sculptures of chromatic dragons. The southernmost contains only rubble formed into a massive nest, which holds eight boulder-sized eggs that gleam like jewels. A flickering force of energy dances around the periphery of the nest. In the center of the chamber is a raised dais around which five stone dragon heads are poised. Each dragon head's mouth glows with crackling energy.

Entering the chamber triggers the tactical encounter.

Tactical Encounter: "Inner Sanctum," page 164.

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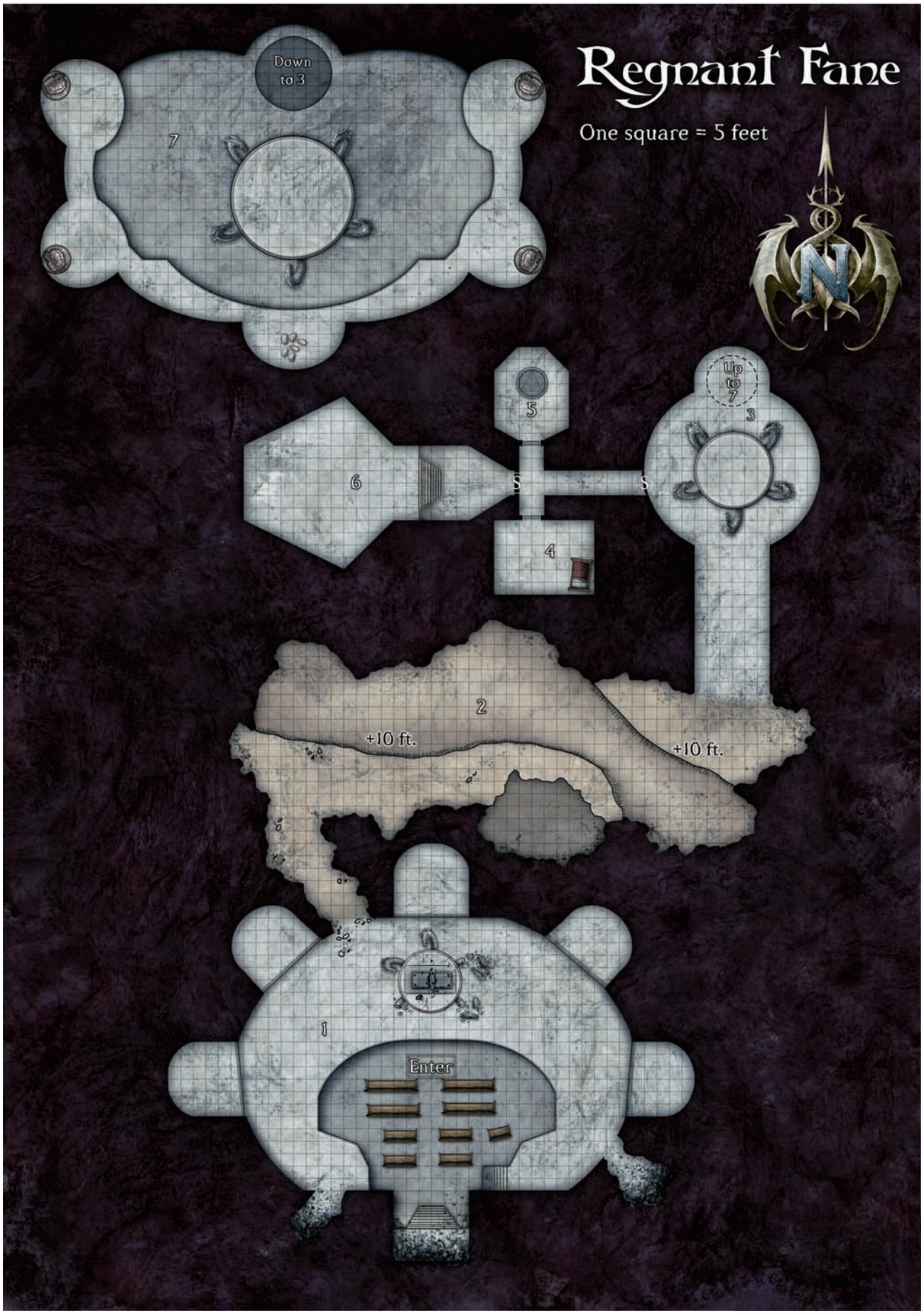

Regnant Fane
One square = 5 feet
Down to 3
7
5
6
3
Up to 7
4
2
+10 ft.
+10 ft.
1
Enter

Guarded Cavern

Encounter Level 28 (73,000 XP)

Setup

1 dragon guardian (D)
2 death titans (T)

When the PCs use the portal on the Elemental Chaos, it awakens creatures that Tiamat left to guard this 100-foot-tall chamber. One is an ancient black dragon touched by Tiamat; it has the blue and green bloodlines (see page 253; this creature is an exception to the rule that limits a dragon to one polychromatic bloodline). The dragon, now free from stasis, lies ready in the throat of the black abyss. Do not put its miniature on the map until the dragon acts.

The other two defenders are death titans that emerged from stasis in the hallway leading to area 3. The titans are not initially visible to those entering area 2; do not place their miniatures until their initiative count comes up.

When a PC moves to within 5 squares of the abyss, allow her to roll a Perception check opposed by the dragon guardian's Stealth check (d20 + 33). If the PC is successful, everyone rolls initiative. Otherwise, the dragon and the titans get a surprise round.

Dragon Guardian (D) **Level 26 Solo Lurker**
Polychromatic ancient black dragon
Gargantuan natural magical beast (aquatic, dragon) XP 45,000

Initiative +27 **Senses** Perception +22; darkvision
HP 1,190; **Bloodied** 595; see also *bloodied breath*
AC 43; **Fortitude** 39, **Reflex** 41, **Will** 35
Resist 30 acid, 15 lightning, 15 poison
Saving Throws +5
Speed 10, fly 10 (hover), overland flight 15, swim 10
Action Points 2

Bite (standard; at-will) ✦ **Acid**
Reach 4; +32 vs. AC; 2d8 + 8 damage, and ongoing 15 acid damage (save ends).

Claw (standard; at-will)
Reach 4; +32 vs. AC; 1d10 + 8 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Tail Slash (immediate reaction, when a melee attack misses the dragon; at-will)
The dragon attacks the enemy that missed it: reach 4; +32 vs. AC; 1d12 + 10 damage, and the target is pushed 3 squares.

Acid Gloom (standard; sustain minor; recharge ⚄ ⚄ ⚅) ✦ **Acid, Zone**
Close burst 2; this power creates a zone of acidic darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded, and any creature that enters or starts its turn in the zone takes 15 acid damage.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Acid, Lightning, Poison**
Close blast 5; +28 vs. Reflex; 4d8 + 6 acid, lightning, and poison damage, and the target takes ongoing 15 acid, lightning, and poison damage and takes a -4 penalty to AC (save ends both).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Acid, Lightning, Poison**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Vitriolic Spray (standard; encounter) ✦ **Acid**
Close blast 5; +28 vs. Reflex; 2d10 + 6 acid damage, and the target is blinded until the end of the dragon's next turn. *Miss:* Half damage, and the target is not blinded.

Alignment Evil **Languages** Common, Draconic
Skills Nature +22, Stealth +33
Str 26 (+21) **Dex** 30 (+23) **Wis** 18 (+17)
Con 22 (+19) **Int** 18 (+17) **Cha** 16 (+16)

2 Death Titans (T) **Level 25 Elite Brute**
Huge shadow humanoid (giant) XP 14,000 each

Initiative +18 **Senses** Perception +20; darkvision
Soulburner aura 5; enemies in the aura take a -2 penalty to attack rolls and defenses; a creature that dies within the aura bestows one soul shard to the death titan (see *soul shroud*).
HP 574; **Bloodied** 287
AC 39; **Fortitude** 42, **Reflex** 38, **Will** 35
Resist 30 necrotic
Saving Throws +2
Speed 8
Action Points 1

Greataxe (standard; at-will) ✦ **Weapon**
Reach 3; +28 vs. AC; 2d8 + 10 damage (crit 6d8 + 26).

Double Attack (standard; at-will) ✦ **Weapon**
The death titan makes two greataxe attacks.

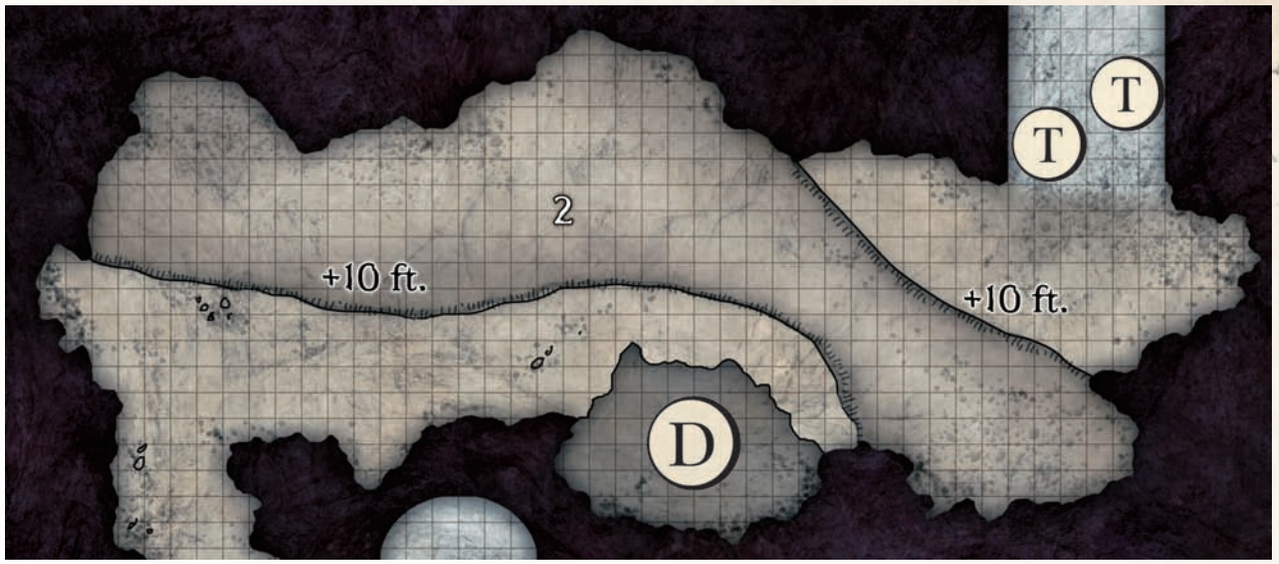
Soul Devourer (standard; recharge ⚅) ✦ **Necrotic**
Ranged 5; +28 vs. Fortitude; the target loses one healing surge, and the death titan's soul shroud gains one soul shard. A target without healing surges takes damage equal to half its total hit points.

Soulfire Burst (standard; at-will) ✦ **Necrotic**
Close burst 1; +26 vs. Reflex; 2d12 + 6 necrotic damage. The death titan must expend one soul shard to use this power.

Consume Soul Shard (minor; at-will) ✦ **Healing**
The death titan expends one soul shard and regains 20 hit points.

Soul Shroud
The *soul shroud* contains soul shards that swirl around the death titan to protect and empower it. At the beginning of an encounter, the *soul shroud* contains four soul shards. While the *soul shroud* is depleted of soul shards, the death titan takes a -2 penalty to attack rolls.

Alignment Evil **Languages** Giant
Skills Intimidate +20
Str 31 (+22) **Dex** 23 (+18) **Wis** 17 (+15)
Con 27 (+20) **Int** 12 (+13) **Cha** 16 (+15)
Equipment plate armor, greataxe



REGNANT FANE

Tactics

The guardians fight to the death.

Surprise Round: If the monsters get a surprise round, the dragon peeks its head over the edge of the abyss and breathes its polychromatic breath at the closest PC. The death titans emerge, one after the other, from the hallway leading to area 3.

Round 1: The dragon flies out of its abyss and takes the attack to the intruders. It begins with its *frightful presence*, then spends an action point to use *vitriolic spray*. The dragon wants to take the PCs out quickly.

Each death titan stands back 5 squares from the front line and attempts to use *soul devourer* on a PC defender.

Round 2+: The dragon concentrates its attention on the PC (or PCs) that it judges to have been hurt the most by its attack in round 1, hoping to slay at least one intruder outright before targeting the rest. It spends another action point to accomplish this task.

The death titans wade in with their greataxes, using *double attack* as often as possible while waiting for *soul devourer* to recharge. If a death titan finds itself adjacent to more than one character and has a soul shard remaining, it uses *soulfire burst*.

Features of the Area

Illumination: Unless the PCs have a light source, the cavern remains in darkness. The dragon and the titans use their darkvision.

Cavern Floor: The thick stalagmites and fungi that clutter the floor of the cavern count as difficult terrain.

Cavern Tiers: The two tiers in the cavern each rise 10 feet higher than the next lower floor area.

Abyss: The pit is a vertical shaft whose topmost portion is filled with acid gloom, with properties identical to the black dragon's ability of the same name, except that the pit's acid gloom is permanent. The shaft descends 200 feet to a cold cave filled with rubble, bones, and a great pile of 5,000 pp (in which can be found 55 ad).

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Inner Sanctum

Encounter Level 30 (111,000 XP)

Setup

1 runescribed dracolich consort of Tiamat (D)
2 champions of Tiamat (C)

Encounter Level 37 (346,000 XP), add:
Tiamat (see page 245)

The guardians in this chamber reside in a special magical stasis and awaken only when intruders violate the inner sanctum. The moment any creature moves out of the shaft into the chamber, provide the read-aloud text, then place the runescribed dracolich consort of Tiamat and the two dragonguard dragonborn champions as shown on the tactical map.

If an intruder breaches the field protecting the eggs (see "Features of the Area"), Tiamat appears 1 round later.

When a PC moves into the room, read:
The five dragon heads breathe a multicolored flare that seems as bright as the sun. In the blinking afterimage appears the gargantuan form of a skeletal dragon, held 50 feet aloft by leathery wings. A single massive horn emerges from its snout. Two mighty dragonborn warriors appear, their feet on the ground but their wings flared wide.

Tactics

The consort and the dragonguards fight to the death.

Round 1+: The consort positions itself to unleash its *breath weapon* with the greatest effect, then engages in melee to wreak havoc with its *frightful presence*, *mesmerizing glare*, and other abilities. The dragonguard champions split their attacks between PCs, attempting to force the intruders to focus on them instead of on the consort. If the PCs retreat, the dragon and the dragonguards follow.

Runescribed Dracolich (D) **Level 29 Solo Controller**
Consort of Tiamat
Gargantuan natural magical beast (dragon, undead) XP 75,000

Initiative +22 **Senses** Perception +25; darkvision
HP 1,335; **Bloodied** 667; see also *glory of Tiamat*
AC 45; **Fortitude** 45, **Reflex** 43, **Will** 41
Immune disease, fear, poison; **Resist** 40 necrotic; **Vulnerable** 10 radiant
Saving Throws +5
Speed 8, fly 10 (clumsy)
Action Points 2

⊕ **Bite** (standard; at-will) ✦ **Necrotic**
Reach 4; +34 vs. AC; 2d10 + 10 damage. Against a stunned target, this attack deals 4d8 extra necrotic damage.

Mesmerizing Glare (immediate interrupt, when an enemy makes a melee attack against the dracolich; at-will) ✦ **Fear**
Close blast 3; +32 vs. Will; the target is stunned until the end of the runescribed dracolich's next turn. *Miss:* The target takes a -2 penalty to attack rolls against the runescribed dracolich until the end of the runescribed dracolich's next turn.

Runescribed Retaliation (immediate interrupt, when the runescribed dracolich is targeted by a ranged attack; at-will)
The runescribed dracolich makes an attack against the attacking creature; +34 vs. Will; on a hit, the runescribed dracolich redirects the attack to a target of its choice within 5 squares of it.

Blackfire (standard; recharge ⚅ ⚄ ⚃) ✦ **Fire, Necrotic**
Close blast 5; automatic hit; 2d12 + 8 necrotic damage, and ongoing 15 fire damage (save ends).

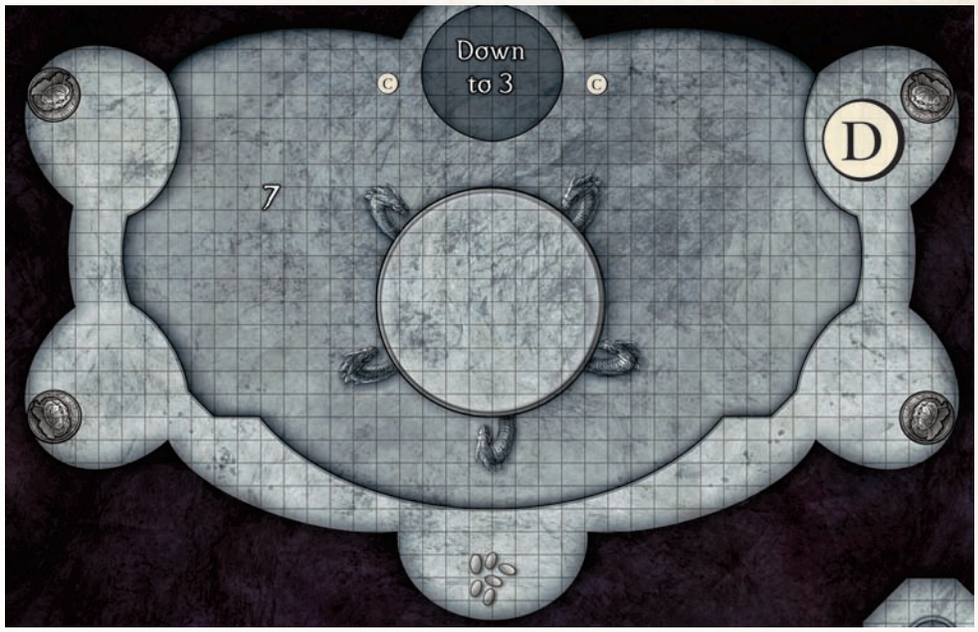
Breath Weapon (standard; recharge ⚄ ⚃) ✦ **Necrotic**
The blackfire dracolich breathes a coruscating blast of necrotic energy. Close blast 20; +32 vs. Reflex; 3d12 + 8 necrotic damage, and the target is stunned until the end of the runescribed dracolich's next turn. *Miss:* Half damage, and the target is not stunned. *Hit or Miss:* The target loses any necrotic resistance it has (save ends).

Glory of Tiamat (standard, while bloodied; encounter)
Close burst 5; +33 vs. Will; the target is pushed 3 squares, knocked prone, and dazed (save ends).

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 20; targets enemies; +32 vs. Will; the target is stunned until the end of the runescribed dracolich's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls until the end of the encounter.

Alignment Evil **Languages** Draconic
Skills Arcana +24, Endurance +27, History +24, Insight +25, Intimidate +23, Religion +24

Str 31 (+24)	**Dex** 26 (+22)	**Wis** 22 (+20)
Con 27 (+22)	**Int** 20 (+19)	**Cha** 19 (+18)



Features of the Area

Illumination: Multicolored bright light flares from the central altar.

Balcony: Each of the five balconies is 20 feet above the floor.

Egg Nest: A flickering, divinely fashioned field protects eight eggs of Tiamat. A DC 35 Arcana check or Religion check reveals that the field does not consist of any recognizable effect. It is nigh invulnerable; the best way through the field is to use a True Portal ritual. A DC 45 Religion check reveals that doing so likely informs the divine entity responsible for the field that it is being tampered with.

If the True Portal ritual is performed, connecting the chamber with the protected balcony, the field collapses of its own accord. One round later, Tiamat appears in the center of the chamber, a raging deity intent on the destruction of her foes' souls. See page 245 for Tiamat's statistics.

Tiamat's Eggs: Each of the eight eggs is worth 500,000 gp in celestial courts. If allowed to hatch, each egg would produce a son or daughter of Tiamat—one for each major variety of chromatic dragon, including gray, brown, and purple. Use the eggs in your epic-level campaign however you see fit.

2 Champions of Tiamat (C) **Level 26 Elite Soldier**
Dragonguard dragonborn champion
Medium natural humanoid XP 18,000 each

Initiative +20 **Senses** Perception +16
HP 470; **Bloodied** 235; see also *dragonblood fury* and *furious blade*
AC 44; **Fortitude** 44, **Reflex** 42, **Will** 43
Resist 36 acid, 36 cold, 36 fire, 36 lightning, 36 poison
Saving Throws +2
Speed 5, fly 8 (clumsy)
Action Points 1

⨁ **Bastard Sword** (standard; at-will) ✦ **Weapon**
+31 vs. AC (+32 while bloodied); 2d10 + 9 damage, and the dragonborn champion makes a secondary attack against the same target. *Secondary Attack:* +29 vs. Fortitude (+30 while bloodied); the target is stunned until the end of the dragonborn champion's next turn and knocked prone.

Dragonguard's Protection (immediate interrupt, when an enemy adjacent to the dragonguard attacks its dragon patron; at-will)
The dragonguard makes a basic attack against the attacker.

Furious Blade (free, when first bloodied; encounter) ✦ **Weapon**
Requires bastard sword; close burst 1; targets enemies; +32 vs. AC (includes the bonus for *dragonborn fury*); 2d10 + 9 damage.

Dragon Breath (minor; encounter) ✦ **Lightning**
Close blast 3; +27 vs. Reflex (+28 while bloodied); 2d6 + 6 lightning damage.

Dragonborn Fury (only while bloodied)
A dragonborn gains a +1 racial bonus to attack rolls.

No Remorse
The dragonborn champion deals 2d10 extra damage on melee attacks against a prone target.

Shake It Off (free; recharge ⚀ ⚁ ⚂ ⚃ ⚄)
The dragonborn champion automatically succeeds on a saving throw against one effect that a save can end.

Alignment Any **Languages** Common, Draconic
Skills Athletics +23, History +22, Intimidate +26
Str 29 (+22) **Dex** 20 (+18) **Wis** 17 (+16)
Con 23 (+19) **Int** 15 (+15) **Cha** 22 (+19)
Equipment plate armor, heavy shield, bastard sword

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CHAPTER 4

New Monsters

VINCENT PROCE

DRAGONS ARE a diverse body of creatures embodying a host of motivations, perspectives, and attitudes. The five varieties discussed in the *Monster Manual* are the most common kinds of chromatic dragons found in the DUNGEONS & DRAGONS world, but they aren't the only ones. Brown dragons haunt wastelands and deserts, while gray dragons lay claim to windswept peaks and purple dragons prowl the Underdark in search of treasure and slaves. Numerous variations on typical chromatic dragons can also be found throughout the world—and beyond.

In addition to dragons themselves, countless servitors, minions, and thralls bind themselves to these mighty beasts. From corrupted dragonborn to canny and furtive tribes of kobolds, these creatures link their own fates to the success or failure of a chromatic dragon. Such followers and associates seek to profit through this dark partnership, siphoning off the dragon's treasure or stealing a measure of its power for themselves.

This chapter presents dozens of new creatures and other material, including the following sections and more:

- Game statistics and additional background material for brown, gray, and purple dragons.
- Wyrmlings for each of the nine varieties of chromatic dragons.
- Variant dragons hailing from the planes.
- Undead dragons, even more terrible and more longer-lived (after a fashion) than their mortal counterparts.
- New drakes and other creatures related to dragons, and even parasites unique to dragon hoards.
- Dragonborn who serve in Tiamat's name, and kobolds devoted to draconic ideals.
- Legendary dragons of the D&D world.
- Templates and alternative powers to customize dragons.

Chromatic Dragons

Brown, gray, and purple dragons are not so much new as newly recognized members of the chromatic dragon family.

Brown Dragon

Also referred to as sand dragons, brown dragons of all the chromatics are least likely to head great armies, rule kingdoms, or otherwise seek to carve out empires. They prefer the comfort of their desert lairs and are at home below the earth.

In general, they are reserved, irritable, and cunning creatures that provide for themselves in whatever way requires the least amount of work on their part and avoids unnecessary trouble. Not unrelentingly evil, but not good either, sand dragons are motivated only by survival and comfort. Thus, a brown dragon would rather raid a herder's flock than demand sacrifices from a nearby village (an act that is likely to bring adventurers from afar). Moreover, it does not inflict wholesale slaughter on the herd but instead culls one animal at a time, so that some will be left to eat another day. On the other hand, if antagonized sufficiently by protective shepherds, a brown dragon might well destroy their village as a violent demonstration of what happens to those who deny a dragon its due.

The mass of thick, short horns protruding from a brown dragon's head gives it a distinctive, earth-gouging silhouette. A membranous frill connects each row of spines down the length of the dragon's body. These frills function like wings, serving equally well for undulating flight through the air and burrowing through sand and earth.

Brown Dragon Lore

A character knows the following information with a successful Nature check.

DC 15: More than any other kind of dragon, brown dragons are driven nearly as much by the desire to discover new tastes as by the need to accumulate a hoard. They so love eating that they sometimes take risks in combat merely to "sample" one or more of their foes. Thus, a brown dragon might take a bite instead of making a more tactically advantageous attack for the chance to taste an enemy, especially a creature it has not previously encountered. Brown dragons prize elf flesh for its succulence and tenderness, and least prefer dwarves, whose tough meat they consider unpalatable unless it is aged.

DC 20: A brown dragon's breath weapon is a blast of supernaturally hot and stinging sand that corrodes flesh and blocks all visibility.

DC 25: A brown dragon makes its lair under the sands, in a hollow within a ruin, a cave, or a similar structure. A lair can consist of several such chambers, each one an island of air surrounded by an ocean of smothering sand. A brown dragon doesn't need tunnels—it can burrow between the rooms of its lair without difficulty.

A brown dragon might keep a supply of food in its lair, usually smoked or seasoned meats but sometimes a stock of living creatures. It might set aside a

Young Brown Dragon	**Level 3 Solo Lurker**
Large natural magical beast (dragon)	XP 750
Initiative +6	**Senses** Perception +3; darkvision, tremorsense 10
HP 230; **Bloodied** 115; see also *bloodied breath*	
AC 21; **Fortitude** 21, **Reflex** 18, **Will** 18	
Resist 15 fire	
Saving Throws +5	
Speed 8, burrow 6, fly 6, overland flight 12	
Action Points 2	
Bite (standard; at-will)	
Reach 2; +9 vs. AC; 1d8 + 4 damage.	
Claw (standard; at-will)	
Reach 2; +9 vs. AC; 1d6 + 4 damage.	
Double Attack (standard; at-will)	
The dragon makes two claw attacks.	
Sand Spray (immediate reaction, when an enemy attacks the dragon with a ranged attack; at-will)	
Ranged 20; targets the triggering enemy; +6 vs. Reflex; 1d6 + 1 damage, and the target is blinded until the end of the dragon's next turn.	
Breath Weapon (standard; recharge ⚄ ⚅)	
Close blast 5; +6 vs. Fortitude; 2d8 + 2 damage. The blast creates an area of swirling sand that remains in place until the end of the dragon's next turn. Any creature that starts its turn adjacent to the area or that moves through the area takes 5 damage. The area blocks line of sight for all creatures except the dragon.	
Bloodied Breath (free, when first bloodied; encounter)	
The dragon's *breath weapon* recharges, and the dragon uses it immediately.	
Frightful Presence (standard; encounter) ✦ **Fear**	
Close burst 5; targets enemies; +6 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).	
Sand Cloud (move; recharge ⚄ ⚅) ✦ **Polymorph**	
The brown dragon transforms into a cloud of sand and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the dragon enters takes 1d6 + 4 damage and is blinded (save ends). The dragon returns to its normal form at the end of this move.	
Combat Advantage	
The brown dragon deals 1d6 extra damage against any target it has combat advantage against.	
Alignment Evil	**Languages** Common, Draconic
Skills Endurance +8, Stealth +7	
Str 19 (+5)	**Dex** 12 (+2) **Wis** 14 (+3)
Con 14 (+3)	**Int** 12 (+2) **Cha** 10 (+1)

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space for seasonings, including sea salt, sage, thyme, and more exotic flavorings.

In addition to unusual food items, rare spices, and precious dishes and utensils, brown dragon hoards often contain treasures from civilizations that fell in earlier ages. They are likely to contain unique items (both mundane and magical) from long-extinct cultures now hidden under the shifting sands. A brown dragon might use its treasure as bait for living prey, depositing a half-buried chest on the surface near a crossroads or an oasis to lure treasure-seekers.

DC 30: Brown dragons lay their eggs deep within loose earth, preferably sand. When the eggs hatch, the wyrmlings claw their way to the surface, giving the impression of springing spontaneously from the sand. Even newly hatched brown dragons have fully developed digging horns and claws, giving them the same burrowing ability as their parents.

Adult Brown Dragon **Level 10 Solo Lurker**
Large natural magical beast (dragon) XP 2,500

Initiative +11 **Senses** Perception +8; darkvision, tremorsense 10
HP 525; **Bloodied** 262; see also *bloodied breath*
AC 28; **Fortitude** 28, **Reflex** 24, **Will** 26
Resist 20 fire
Saving Throws +5
Speed 8, burrow 6, fly 7, overland flight 14
Action Points 2

Bite (standard; at-will)
Reach 2; +16 vs. AC; 2d6 + 6 damage.

Claw (standard; at-will)
Reach 2; +16 vs. AC; 2d4 + 6 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Sand Spray (immediate reaction, when an enemy attacks the dragon with a ranged attack; at-will)
Ranged 20; targets the triggering enemy; +13 vs. Reflex; 1d8 + 2 damage, and the target is blinded until the end of the dragon's next turn.

Breath Weapon (standard; recharge ⚄ ⁞⁞)
Close blast 10; +13 vs. Fortitude; 3d8 + 3 damage. The blast creates an area of swirling sand that remains in place until the end of the dragon's next turn. Any creature that starts its turn adjacent to the area or that moves through the area takes 10 damage. The area blocks line of sight for all creatures except the dragon.

Bloodied Breath (free, when first bloodied; encounter)
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Sand Cloud (move; recharge ⚄ ⁞⁞) ✦ **Polymorph**
The brown dragon transforms into a cloud of sand and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the dragon enters takes 1d8 + 6 damage and is blinded (save ends). The dragon returns to its normal form at the end of this move.

Combat Advantage
The brown dragon deals 2d6 extra damage against any target it has combat advantage against.

Alignment Evil **Languages** Common, Draconic
Skills Endurance +13, Stealth +12
Str 22 (+11) **Dex** 15 (+7) **Wis** 17 (+8)
Con 17 (+8) **Int** 15 (+7) **Cha** 13 (+6)

Elder Brown Dragon **Level 16 Solo Lurker**
Huge natural magical beast (dragon) XP 7,000

Initiative +15 **Senses** Perception +12; darkvision, tremorsense 20
HP 775; **Bloodied** 387; see also *bloodied breath*
AC 34; **Fortitude** 34, **Reflex** 30, **Will** 32
Resist 25 fire
Saving Throws +5
Speed 10, burrow 8, fly 7 (hover), overland flight 14
Action Points 2

Bite (standard; at-will)
Reach 3; +22 vs. AC; 2d8 + 7 damage.

Claw (standard; at-will)
Reach 3; +22 vs. AC; 2d6 + 7 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Sand Spray (immediate reaction, when an enemy attacks the dragon with a ranged attack; at-will)
Ranged 20; targets the triggering enemy; +19 vs. Reflex; 2d8 + 3 damage, and the target is blinded until the end of the dragon's next turn.

Breath Weapon (standard; recharge ⚄ ⁞⁞)
Close blast 10; +19 vs. Fortitude; 3d10 + 4 damage. The blast creates an area of swirling sand that remains in place until the end of the dragon's next turn. Any creature that starts its turn adjacent to the area or that moves through the area takes 10 damage. The area blocks line of sight for all creatures except the dragon.

Bloodied Breath (free, when first bloodied; encounter)
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +19 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Quicksand Vortex (minor; encounter)
Close burst 5; +19 vs. Fortitude; the target slides 2 squares and is slowed until the end of the dragon's next turn.

Sand Cloud (move; recharge ⚄ ⁞⁞) ✦ **Polymorph**
The brown dragon transforms into a cloud of sand and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the dragon enters takes 2d6 + 4 damage and is blinded (save ends). The dragon returns to its normal form at the end of this move.

Combat Advantage
The brown dragon deals 3d6 extra damage against any target it has combat advantage against.

Alignment Evil **Languages** Common, Draconic
Skills Endurance +17, Stealth +16
Str 24 (+15) **Dex** 17 (+11) **Wis** 19 (+12)
Con 19 (+12) **Int** 17 (+11) **Cha** 15 (+10)

Ancient Brown Dragon	**Level 25 Solo Lurker**
Gargantuan natural magical beast (dragon)	XP 35,000
Initiative +22	**Senses** Perception +19; darkvision, tremorsense 20
HP 1,160; **Bloodied** 580; see also *bloodied breath*	
AC 43; **Fortitude** 43, **Reflex** 39, **Will** 41	
Resist 30 fire	
Saving Throws +5	
Speed 12, burrow 10, fly 8 (hover), overland flight 16	
Action Points 2	
Bite (standard; at-will)	
Reach 4; +31 vs. AC; 2d10 + 9 damage.	
Claw (standard; at-will)	
Reach 4; +31 vs. AC; 2d8 + 9 damage.	
Double Attack (standard; at-will)	
The dragon makes two claw attacks.	
Sand Spray (immediate reaction, when an enemy attacks the dragon with a ranged attack; at-will)	
Ranged 20; targets the triggering enemy; +28 vs. Reflex; 2d10 + 6 damage, and the target is blinded until the end of the dragon's next turn.	
Breath Weapon (standard; recharge ⚄ ⁞⁞)	
Close blast 10; +28 vs. Fortitude; 4d10 + 7 damage. The blast creates an area of swirling sand that remains in place until the end of the dragon's next turn. Any creature that starts its turn adjacent to the area or that moves through the area takes 15 damage. The area blocks line of sight for all creatures except the dragon.	
Bloodied Breath (free, when first bloodied; encounter)	
The dragon's *breath weapon* recharges, and the dragon uses it immediately.	
Frightful Presence (standard; encounter) ✦ **Fear**	
Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).	
Quicksand Vortex (minor; encounter)	
Close burst 5; +28 vs. Fortitude; the target slides 3 squares and is slowed until the end of the dragon's next turn.	
Sand Cloud (move; recharge ⚄ ⁞⁞) ✦ **Polymorph**	
The brown dragon transforms into a cloud of sand and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the dragon enters takes 3d6 + 7 damage and is blinded (save ends). The dragon returns to its normal form at the end of this move.	
Sandstorm (standard; encounter)	
Close burst 20; targets enemies; +29 vs. Fortitude; 3d8 + 7 damage, and the target slides 5 squares. This power creates an area of swirling sand that remains in place until the end of the dragon's next turn. The area blocks line of sight for all creatures except the dragon.	
Combat Advantage	
The dragon deals 4d6 extra damage against any target it has combat advantage against.	
Alignment Evil	**Languages** Common, Draconic
Skills Endurance +24, Stealth +23	
Str 29 (+21)	**Dex** 22 (+18) **Wis** 24 (+19)
Con 24 (+19)	**Int** 20 (+17) **Cha** 20 (+17)

Brown Dragon Tactics

A brown dragon prefers to remain out of sight underground and keep track of foes with its tremorsense, waiting for the perfect opportunity to strike. If it surprises its target, the dragon bursts from the ground amid its enemies. It then uses *sand cloud* to flow over foes and blind them, followed by its *breath weapon*, which also creates a sand-filled region to provide shelter. On its next turn it uses *frightful presence* and strikes at stunned enemies, transforming into a *sand cloud* again if it is available, and spending an action point if necessary to burrow into the sand.

A brown dragon avoids attacks through a variety of abilities. It can evade conflicts by sinking below the earth, but when a brown dragon must fight, its *sand cloud* gives it protection and mobility. Older brown dragons set howling winds swirling around themselves for additional protection. An elder or ancient brown dragon can create a churning vortex of sand, while an ancient dragon can call forth a bone-flaying, shrieking *sandstorm* that can encompass an entire battlefield.

Despite its ability to take cover, a brown dragon relishes the opportunity to take a bite out of its enemies in combat. It might wax eloquent about the smell and taste of the just-bitten prey during the fight, and describe how it is looking forward to feasting on them all. (These boasts effectively contribute to its *frightful presence*.) Sometimes it grabs a fallen foe in its mouth and pulls it below the surface to continue its meal in safety.

Encounter Groups

When not encountered alone, a brown dragon might rely on servitors living around its buried lair to warn it of potential danger. Brown dragons occasionally employ mercenaries to travel abroad on special missions.

Sometimes a brown dragon employs agents (often kobolds) to bring it back new live food to sample. These servants might hunt down prey, but sometimes they instead purchase slaves using coin from their patron's hoard.

Level 5 Encounter (XP 950)
- ✦ 2 kobold dragonkin sentries (level 5 skirmisher, page 226)
- ✦ 2 kobold wyrmpriests (level 3 artillery, *MM* 168)
- ✦ 2 kobold dragonshields (level 2 soldier, *MM* 168)

Level 12 Encounter (XP 3,300)
- ✦ 1 adult brown dragon (level 10 solo lurker)
- ✦ 1 bulette (level 9 elite skirmisher, *MM* 38)

GRAY DRAGON

Gray dragons are the most rapacious, venal, and brutish of all the chromatics. Their fierce love of the hunt drives them even more than their fondness for gold. They prefer to pursue humanoids or other intelligent creatures, or prey that is dangerous enough to be a match for the dragon's own ability. Some gray dragons are so enamored of the hunt that they eagerly work as mercenaries to track down fugitives (such as adventurers who have looted the keep of the dragon's employer).

This dragon's oversized mouth is a sea of fangs, and fanglike horns also protrude from its lower jaw, giving it a "beard" of fangs. Its body is armored with bony plates that rise into projecting spurs at limb joints, and its tail ends in twin, scythelike blades of bone. Its wide, long wings give the dragon command of the sky, from where it can look down on fleeing prey.

Gray Dragon Lore

A character knows the following information with a successful Nature check.

DC 15: Gray dragons prefer badlands, scrubland, dry prairies, and other flatland terrain, where they can see potential quarry from miles around as they ride the thermals. Their eyesight is supernaturally acute, allowing them to distinguish a small herd of wild horses from a group of mounted humanoids at a height of miles.

DC 20: A gray dragon's breath weapon is a caustic ooze that dissolves flesh on contact and for some time thereafter. The ooze becomes sticky on contact with air, hampering and burning the dragon's prey.

Elder and ancient gray dragons have a special affinity with stone. They can exude a stony essence that petrifies foes that have been immobilized by their claw or breath weapon attack. An ancient gray dragon's spikes have an elemental resonance that petrifies not only the dragon's primary targets, but also nearby creatures. This attack can leave a literal field of stone in its wake.

DC 25: While away from its lair on an extended hunt, a gray dragon establishes an outpost lair where it sleeps, feeds, and stores booty. Such an outpost is accessible only from the air and is not guarded, but the gray dragon returns to it each night after hunting.

Gray dragons habitually leave their permanent lairs abandoned for long periods. During its absence, a gray dragon seals its home lair off from both casual and determined exploration. The inmost areas of the lair are sealed with tons of stone in the form of boulders, limestone slabs, and even petrified victims. Medusas or giants defend the outlying chambers. These creatures do not necessarily serve the gray dragon but have agreed to share the lair complex for mutual protection. Sometimes a greedy or power-seeking guardian attempts to hijack an absent gray dragon's hoard.

DC 30: Gray dragons do not lay their eggs in their permanent lairs but distribute them widely in outpost lairs. Hatching in such harsh conditions culls the weak from the breed. From the moment they hatch, gray dragon wyrmlings are capable of flight and hunting. Those that manage to survive their first months prove themselves tough enough to enjoy a long life.

DC 35: Originally gray dragons (then called fang dragons) were brutish creatures with no particular elemental power. It is said that a powerful entity, possibly Tiamat or her intermediaries, chose several unhatched gray dragon eggs to receive special treatment. Placed in a nest lined with cockatrice feathers, infused with medusa blood, and brooded over by a

Young Gray Dragon	**Level 5 Solo Soldier**
Large natural magical beast (dragon)	XP 1,000
Initiative +6	**Senses** Perception +10; darkvision
Aura of Terror (Fear) aura 5; any enemy within the aura takes a -2 penalty to saving throws.	
HP 325; **Bloodied** 162; see also *bloodied breath*	
AC 23; **Fortitude** 22, **Reflex** 21, **Will** 21	
Resist 15 acid	
Saving Throws +5	
Speed 8, fly 6, overland flight 12	
Action Points 2	
⊕ **Claw** (standard; at-will)	
Reach 2; +10 vs. AC; 1d8 + 5 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
⊕ **Tail Lash** (standard; at-will)	
Reach 2; +10 vs. AC; 1d6 + 5 damage, and the target takes ongoing 5 damage (save ends).	
⊕ **Slicing Fury** (standard; at-will)	
The dragon makes a claw attack against one target and a tail lash attack against another target.	
⊕ **Warding Tail** (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)	
The dragon makes a tail lash attack against the triggering enemy.	
✧ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Acid**	
Close blast 5; +9 vs. Fortitude; 1d10 + 3 acid damage, and the target is pushed 2 squares. The target also takes ongoing 5 acid damage and is immobilized (save ends both).	
✧ **Bloodied Breath** (free, when first bloodied; encounter) ✦ **Acid**	
The dragon's *breath weapon* recharges, and the dragon uses it immediately.	
✧ **Frightful Presence** (standard; encounter) ✦ **Fear**	
Close burst 5; targets enemies; +8 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).	
Alignment Evil	**Languages** Common, Draconic
Skills Arcana +9, Intimidate +8	
Str 20 (+7)	**Dex** 15 (+4) **Wis** 16 (+5)
Con 17 (+5)	**Int** 14 (+4) **Cha** 13 (+3)

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Adult Gray Dragon	Level 12 Solo Soldier
Large natural magical beast (dragon)	XP 3,500

Initiative +11 **Senses** Perception +15; darkvision
Aura of Terror (Fear) aura 5; any enemy within the aura takes a -2 penalty to saving throws.
HP 615; **Bloodied** 307; see also *bloodied breath*
AC 29; **Fortitude** 27, **Reflex** 26, **Will** 26
Resist 20 acid
Saving Throws +5
Speed 8, fly 6, overland flight 12
Action Points 2

Claw (standard; at-will)
Reach 2; +17 vs. AC; 2d8 + 6 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).

Tail Lash (standard; at-will)
Reach 2; +17 vs. AC; 1d8 + 6 damage, and the target takes ongoing 5 damage (save ends).

Slicing Fury (standard; at-will)
The dragon makes a claw attack against one target and a tail lash attack against another target.

Warding Tail (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)
The dragon makes a tail lash attack against the triggering enemy.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Acid**
Close blast 5; +15 vs. Fortitude; 2d10 + 4 acid damage, and the target is pushed 2 squares. The target also takes ongoing 5 acid damage and is immobilized (save ends both).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Acid**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +15 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil **Languages** Common, Draconic
Skills Arcana +14, Intimidate +13
Str 22 (+12) **Dex** 17 (+9) **Wis** 18 (+10)
Con 19 (+10) **Int** 16 (+9) **Cha** 15 (+8)

Elder Gray Dragon	Level 18 Solo Soldier
Huge natural magical beast (dragon)	XP 10,000

Initiative +15 **Senses** Perception +19; darkvision
Aura of Terror (Fear) aura 5; any enemy within the aura takes a -2 penalty to saving throws.
HP 865; **Bloodied** 432; see also *bloodied breath*
AC 36; **Fortitude** 35, **Reflex** 33, **Will** 33
Resist 25 acid
Saving Throws +5
Speed 8, fly 6, overland flight 12
Action Points 2

Claw (standard; at-will)
Reach 3; +24 vs. AC; 2d10 + 7 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).

Tail Lash (standard; at-will)
Reach 3; +24 vs. AC; 1d10 + 7 damage, and the target takes ongoing 5 damage (save ends).

Slicing Fury (standard; at-will)
The dragon makes a claw attack against one target and a tail lash attack against another target.

Warding Tail (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)
The dragon makes a tail lash attack against the triggering enemy.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Acid**
Close blast 5; +22 vs. Fortitude; 2d10 + 5 acid damage, and the target is pushed 2 squares. The target also takes ongoing 5 acid damage and is immobilized (save ends both).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Acid**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +22 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Stone's Embrace (standard; recharge ⁞⁞)
Close burst 5; targets immobilized enemies; +24 vs. Fortitude; the target is petrified (save ends). *Aftereffect:* The target is immobilized (save ends). A creature that fails a saving throw against this immobilized condition becomes petrified again as if hit by the *stone's embrace* power, including this aftereffect.

Alignment Evil **Languages** Common, Draconic
Skills Arcana +18, Intimidate +17
Str 24 (+16) **Dex** 19 (+13) **Wis** 20 (+14)
Con 21 (+14) **Int** 18 (+13) **Cha** 17 (+12)

basilisk, these eggs underwent a year-long hatching ritual. When the first wyrmling emerged from its shell, Tiamat pulled it forth, named it Tanhumeth, and charged it with "purifying" its bloodline.

Tanhumeth, along with the rest of this singular brood, sought out and eradicated all the less well-developed fang dragons that could be found. Only the newly invested gray dragons, with their oozing breath and petrifying attack, remain today. Occasionally an archaic fang dragon is discovered, living a solitary existence in some fell ravine. When news of this event reaches a gray dragon, it tracks down the inferior specimen and executes Tiamat's command.

Gray Dragon Tactics

When a gray dragon identifies a victim, it swoops from the belly of a cloud if possible, but otherwise dives from directly overhead, attempting to remain outside its prey's field of vision. It uses *frightful presence* to stun foes, then spends an action point to unleash its *breath weapon* against them.

A gray dragon keeps to the air during a fight. While aloft, it can use its *breath weapon* and make attacks with its jagged claws and tail. These tactics allow the dragon to divide a group of targets so that it can focus on the greatest threats. If foes take to the air in attempt to close with it, the dragon focuses its attacks on a single flying opponent. If more than two enemies take wing, the dragon retreats to seek easier prey.

Encounter Groups

Most creatures encounter a gray dragon unexpectedly, surprised by a blast of acidic ooze. However, adventurers exploring a gray dragon's lair might run afoul of its allied guardians. On rare occasions, gray

Ancient Gray Dragon **Level 27 Solo Soldier**
Gargantuan natural magical beast (dragon) XP 55,000

Initiative +21 **Senses** Perception +25; darkvision
Aura of Terror (Fear) aura 5; any enemy within the aura takes a -2 penalty to saving throws.
HP 1,245; **Bloodied** 622; see also *bloodied breath*
AC 45; **Fortitude** 43, **Reflex** 42, **Will** 42
Resist 30 acid
Saving Throws +5
Speed 8, fly 6, overland flight 12
Action Points 2

Claw (standard; at-will)
Reach 4; +33 vs. AC; 2d10 + 9 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).

Tail Lash (standard; at-will)
Reach 4; +33 vs. AC; 1d10 + 9 damage, and the target takes ongoing 10 damage (save ends).

Slicing Fury (standard; at-will)
The dragon makes a claw attack against one target and a tail lash attack against another target.

Warding Tail (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)
The dragon makes a tail lash attack against the triggering enemy.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Acid**
Close blast 5; +32 vs. Fortitude; 3d10 + 7 acid damage, and the target is pushed 2 squares. The target also takes ongoing 10 acid damage and is immobilized (save ends both).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Acid**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +32 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Stone's Embrace (standard; recharge ⁞⁞)
Close burst 5; targets immobilized enemies; +32 vs. Fortitude; the target is petrified (save ends). *Aftereffect:* The target is immobilized (save ends). A creature that fails a saving throw against this immobilized condition becomes petrified again as if hit by the *stone's embrace* power, including this aftereffect.

Infectious Petrification (immediate reaction, when a creature within 20 squares fails a saving throw against being petrified; at-will)
Area burst 5 within 20, centered on the triggering creature; +32 vs. Fortitude; the target is petrified (save ends). The gray dragon is immune to this attack, and using this power does not provoke opportunity attacks. *Aftereffect:* The target is immobilized (save ends). A creature that fails a saving throw against this immobilized condition becomes petrified again as if hit by the *infectious petrification* power, including this aftereffect.

Alignment Evil **Languages** Common, Draconic
Skills Arcana +24, Intimidate +23
Str 28 (+22) **Dex** 23 (+19) **Wis** 24 (+20)
Con 25 (+20) **Int** 22 (+19) **Cha** 21 (+18)

dragons make short-term alliances with powerful creatures of the Elemental Chaos.

Level 19 Encounter (XP 12,800)
- ✦ 1 elder gray dragon (level 18 solo soldier)
- ✦ 1 earth titan (level 16 elite brute, *MM* 122)

PURPLE DRAGON

Consummate hunters and born manipulators, purple dragons delight in exploration more than any other wyrm, especially if that exploration leads farther into the earth. They love discovering places below the roots of mountains never before trod by sentient creatures, and they dream about the wonders undiscovered caverns might hold. For these reasons, purple dragons are sometimes referred to as deep dragons.

Purple dragons are relatively unknown on the surface, and when they are seen in the cloaking shadow of subterranean settings are sometimes misidentified as black dragons. They are far more common in the Underdark, though still rarely seen.

Young Purple Dragon **Level 6 Solo Controller**
Large natural magical beast (dragon) XP 1,250

Initiative +5 **Senses** Perception +5; darkvision
HP 340; **Bloodied** 170; see also *bloodied breath*
AC 24; **Fortitude** 21, **Reflex** 22, **Will** 25
Resist 15 psychic
Saving Throws +5
Speed 7, fly 7 (hover), overland flight 14
Action Points 2

Bite (standard; at-will) ✦ **Psychic**
Reach 2; +11 vs. AC; 1d8 + 1 damage, and the target takes ongoing 5 psychic damage (save ends).

Claw (standard; at-will)
Reach 2; +11 vs. AC; 1d10 + 2 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Psychic**
Close blast 5; +10 vs. Fortitude; 1d8 + 5 psychic damage, and the target takes ongoing 5 psychic damage and is dazed (save ends both). Each time the target fails the saving throw against this effect, the purple dragon can slide it 3 squares. *Miss:* Half damage, and the target is not dazed and does not take ongoing damage.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Dominating Gaze (minor; at-will) ✦ **Charm, Gaze**
Ranged 10; targets a stunned or dazed creature; +10 vs. Will; the target is dominated until the end of the dragon's next turn. The purple dragon can use *dominating gaze* on only one creature at a time.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Harmed by Sunlight
A young purple dragon that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it also takes 85 damage.

Alignment Evil **Languages** Common, Draconic
Skills Bluff +13, Diplomacy +13, Intimidate +13, Dungeoneering +10, Insight +10
Str 12 (+4) **Dex** 15 (+5) **Wis** 14 (+5)
Con 12 (+4) **Int** 13 (+4) **Cha** 20 (+8)

Adult Purple Dragon	Level 13 Solo Controller
Large natural magical beast (dragon)	XP 4,000

Initiative +10 **Senses** Perception +10; darkvision
HP 640; **Bloodied** 320; see also *bloodied breath*
AC 31; **Fortitude** 28, **Reflex** 29, **Will** 32
Resist 20 psychic
Saving Throws +5
Speed 7, fly 7 (hover), overland flight 14
Action Points 2

Bite (standard; at-will) ✦ **Psychic**
Reach 2; +18 vs. AC; 1d10 + 3 damage, and the target takes ongoing 10 psychic damage (save ends).

Claw (standard; at-will)
Reach 2; +18 vs. AC; 2d6 + 3 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Psychic**
Close blast 10; +17 vs. Fortitude; 2d8 + 7 psychic damage, and the target takes ongoing 10 psychic damage and is dazed (save ends both). Each time the target fails the saving throw against this effect, the purple dragon can slide it 3 squares. *Miss:* Half damage, and the target is not dazed and does not take ongoing damage.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Dominating Gaze (minor; at-will) ✦ **Charm, Gaze**
Ranged 10; targets a stunned or dazed creature; +17 vs. Will; the target is dominated until the end of the dragon's next turn. The purple dragon can use *dominating gaze* on only one creature at a time.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +17 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Dark Phase (minor; recharge ⚀ ⚁ ⚂ ⚃)
The dragon gains the phasing quality until the end of its turn.

Harmed by Sunlight
An adult purple dragon that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it also takes 160 damage.

Alignment Evil **Languages** Common, Draconic
Skills Bluff +18, Diplomacy +18, Intimidate +18, Dungeoneering +15, Insight +15

Str 16 (+9)	**Dex** 19 (+10)	**Wis** 18 (+10)
Con 16 (+9)	**Int** 17 (+9)	**Cha** 24 (+13)

Elder Purple Dragon	Level 19 Solo Controller
Huge natural magical beast (dragon)	XP 12,000

Initiative +15 **Senses** Perception +14; darkvision
HP 895; **Bloodied** 447; see also *bloodied breath*
AC 37; **Fortitude** 33, **Reflex** 35, **Will** 37
Resist 25 psychic
Saving Throws +5
Speed 9, fly 9 (hover), overland flight 18; phasing
Action Points 2

Bite (standard; at-will) ✦ **Psychic**
Reach 3; +24 vs. AC; 2d6 + 4 damage, and the target takes ongoing 15 psychic damage (save ends).

Claw (standard; at-will)
Reach 3; +24 vs. AC; 2d8 + 4 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Phasing Strike (immediate reaction, when an enemy ends its turn within 3 squares of the dragon; at-will) ✦ **Psychic**
The dragon attacks the triggering enemy; reach 3; +23 vs. Will; 2d6 + 4 psychic damage, and the target is pushed 5 squares. The target gains the phasing quality during this forced movement.

Nightmare Gaze (minor; at-will) ✦ **Charm, Gaze, Psychic**
Ranged 10; targets a stunned or dazed creature; +23 vs. Will; the target is dominated (save ends). A creature dominated by this effect must attack an ally on its turn or take 20 psychic damage at the end of its turn (even if it saves against this effect).

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Psychic**
Close blast 10; +23 vs. Fortitude; 2d10 + 8 psychic damage, and the target takes ongoing 10 psychic damage and is dazed (save ends both). Each time the target fails the saving throw against this effect, the purple dragon can slide it 5 squares. *Miss:* Half damage, and the target is not dazed and does not take ongoing damage.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Harmed by Sunlight
An elder purple dragon that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it also takes 223 damage.

Alignment Evil **Languages** Common, Draconic
Skills Bluff +22, Diplomacy +22, Intimidate +22, Dungeoneering +19, Insight +19

Str 19 (+13)	**Dex** 22 (+15)	**Wis** 21 (+14)
Con 19 (+13)	**Int** 21 (+14)	**Cha** 27 (+17)

A purple dragon is sinuous, serpentine, and agile as a cat, despite its great bulk. It has a slender head and neck and a set of swept-back narrow wings, all of which allow it to squeeze through narrow spaces. When illuminated, the scales of its armored body gleam with the deep purple luster of amethyst, but in dim light, the dragon looks nearly black.

Purple Dragon Lore

A character knows the following information with a successful Nature check.

DC 15: Purple dragons are likely to be at odds with mind flayers and aboleths, possibly because they all desire to control other creatures.

DC 20: A purple dragon's breath weapon is a billowing cloud of psychotropic vapor that erodes mental pathways on contact and continues to impair cognitive ability. This substance also allows the purple dragon to manipulate its victims' movement.

Purple dragons can usurp control of the faltering perceptions of dazed and stunned foes with a mere look. Older dragons can inflict additional harm on dominated creatures, and an ancient purple dragon can even transfer a victim to a nightmare domain where it is assaulted by hordes of horrific dream-creatures.

DC 25: Purple dragons do not lay their eggs in their lairs. Instead, they prepare hidden caches near

EVA WIDERMANN

Ancient Purple Dragon **Level 28 Solo Controller**
Gargantuan natural magical beast (dragon) XP 65,000

Initiative +22 **Senses** Perception +21; darkvision
HP 1,275; **Bloodied** 637; see also *bloodied breath*
AC 46; **Fortitude** 43, **Reflex** 44, **Will** 46
Resist 30 psychic
Saving Throws +5
Speed 11, fly 10 (hover), overland flight 18; phasing
Action Points 2

Bite (standard; at-will) ✦ **Psychic**
Reach 4; +33 vs. AC; 2d8 + 6 damage, and the target takes ongoing 15 psychic damage (save ends).

Claw (standard; at-will)
Reach 4; +33 vs. AC; 2d10 + 6 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Phasing Strike (immediate reaction, when an enemy ends its turn within 4 squares of the dragon; at-will) ✦ **Psychic**
The dragon attacks the triggering enemy; reach 4; +32 vs. Will; 3d6 + 6 psychic damage, and the target is pushed 5 squares. The target gains the phasing quality during this forced movement.

Nightmare Gaze (minor; at-will) ✦ **Charm, Gaze, Psychic**
Ranged 10; targets a stunned or dazed creature; +32 vs. Will; the target is dominated (save ends). A creature dominated by this effect must attack an ally on its turn or take 20 psychic damage at the end of its turn (even if it saves against this effect).

Nightmare Prison (standard; recharge ⚅) ✦ **Fear, Psychic**
Ranged 10; targets a stunned or dazed creature; +32 vs. Will; the target disappears into a nightmare prison created by the dragon's mind. The target is dazed until the end of the turn on which it leaves the prison. At the end of each turn within the prison, the target takes 20 psychic damage.
Each round, as a standard action, the target can attempt to escape by attacking the prison's mysterious denizens; treat as a single target with 110 hit points, all the dragon's defenses and resistances, and immunity to all conditions. When it either escapes or is destroyed, the target returns to the same square it left, or the nearest unoccupied square. Killing the dragon automatically expels the prisoner.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Psychic**
Close blast 10; +32 vs. Fortitude; 3d8 + 10 necrotic damage, and the target takes ongoing 15 psychic damage and is dazed (save ends both). Each time the target fails the saving throw against this effect, the purple dragon can slide it 5 squares. *Miss:* Half damage, and the target is not dazed and does not take ongoing damage.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +32 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Harmed by Sunlight
An ancient purple dragon that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it also takes 318 damage.

Alignment Evil **Languages** Common, Draconic
Skills Bluff +29, Diplomacy +29, Intimidate +29, Dungeoneering +26, Insight +26

Str 23 (+20)	**Dex** 26 (+22)	**Wis** 25 (+21)
Con 23 (+20)	**Int** 25 (+21)	**Cha** 31 (+24)

sunless seas or in air-filled but dark coastal caverns. Purple dragons prefer a diet of seafood: clams, fish, crabs, kuo-toas, and even aboleths.

DC 30: An ancient racial myth lies at the heart of purple dragons' exploratory zeal. This legend speaks of a mystical realm called Azarakka that was hidden deep beneath the world before Io was slain by the King of Terror. Within this fabled cavern, so the legend goes, is a font of primeval knowledge set down by Io, knowledge so potent that a dragon that reads from it might gain power enough to capture a divine spark and so ascend to godhood.

Purple Dragon Tactics

When a purple dragon identifies intruders nearby, it approaches stealthily to learn what they might be up to. It might decide to let the intruders go on their way, but if it is hungry, feeling territorial, or wants some fun, it attacks. It begins with *frightful presence*; if it did not gain surprise, it spends an action point to unleash its *breath weapon* against the stunned foes. On its next turn it uses its gaze attack to dominate any creature that remains stunned, sending it to attack its allies.

A purple dragon delights in controlling other creatures. It keeps to the periphery of a cavern during a fight, especially near a bolt-hole in case things turn bad. It moves enemies overcome by its *breath weapon* into disadvantageous positions while giving itself room to maneuver. Each round the dragon attempts to dominate and suborn more enemies, seeding chaos and fear among its foes.

Older purple dragons use their array of mental powers and physical manipulation to control the battlefield. They take advantage of their knowledge of nearby hollows and tunnels by using *phasing strike* to trap or separate foes who move too close, slapping them right through a wall or a floor. An ancient purple targets the most dangerous combatant with *nightmare prison* to remove that enemy from combat while it deals with the others.

Encounter Groups

A purple dragon sometimes allies with a group of drow to accomplish a short-term goal. When a deep dragon needs to excavate a subterranean complex or ruin, it might call in laborers, sometimes supervised by drow. However, it can't resist its urge to take control of any such group, and sooner or later the drow chafe under the oppression.

Level 15 Encounter (XP 6,700)
- 1 adult purple dragon (level 13 solo controller)
- 6 cyclops guards (level 14 minion, *MM* 46)
- 2 drow warriors (level 11 lurker, *MM* 94)

CHROMATIC WYRMLINGS

When a newly hatched dragon emerges from the egg, it is sodden in nutritive fluids and slightly stiff from never before having flexed its muscles. Within the day, though, the awkward wyrmling transforms into a creature already in possession of a full suite of powers and fully conscious of its surroundings.

Wyrmlings are sometimes confused with drakes or mundane reptilian creatures, but not for long.

Black Dragon Wyrmling

Black dragon wyrmlings hunt the edges of swamps and bogs beneath the cover of fetid vegetation and dank water. They are dependent on water, not only to ambush prey, but also to hide from larger creatures. They know their best chance to survive a hard world is to avoid attacking unless they are confident of success. They are quick to learn the tactics of older black dragons, but in their early lives two or three might work together to bring down potentially tasty or dangerous prey.

A black wyrmling's bony horns are mere nubs compared to those of older black dragons, but already the characteristic crescent shape that frames the snout is recognizable. On the other hand, its eyes and nostrils are not so sunken and skull-like as an adult's. Its black scales are smeared with gray, dark green, and deep blue.

Black Dragon Wyrmling	**Level 2 Elite Lurker**
Medium natural magical beast (aquatic, dragon)	XP 250
Initiative +10	**Senses** Perception +3; darkvision
HP 68; **Bloodied** 34; see also *breath weapon*	
AC 18; **Fortitude** 16, **Reflex** 18, **Will** 16	
Resist 5 acid	
Saving Throws +2	
Speed 6, fly 6 (clumsy), overland flight 8, swim 6	
Action Points 1	
(+) **Bite** (standard; at-will) ✦ **Acid**	
+7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 acid damage (save ends).	
(+) **Claw** (standard; at-will)	
+7 vs. AC; 1d4 + 3 damage.	
⨺ **Double Attack** (standard; at-will)	
The wyrmling makes two claw attacks.	
⨺ **Tail Slash** (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)	
The wyrmling uses its tail to attack the triggering enemy: reach 2; +7 vs. AC; 1d6 + 4 damage, and the target is pushed 1 square.	
⟡ **Breath Weapon** (standard; recharges when first bloodied; encounter) ✦ **Acid**	
Close blast 4; +6 vs. Reflex; 1d12 + 3 acid damage, and the target takes ongoing 5 acid damage and a -4 penalty to AC (save ends both).	
Alignment Evil	**Languages** Draconic
Skills Nature +7, Stealth +11	
Str 16 (+4)	**Dex** 20 (+6) **Wis** 15 (+3)
Con 16 (+4)	**Int** 12 (+2) **Cha** 10 (+1)

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Black Dragon Wyrmling Lore

A character knows the following information with a successful Nature check.

DC 15: A black dragon lays its eggs in dismal forests and gloomy swamps—if possible, near areas where the Shadowfell's influence is strong. Thus, its eggs are more difficult to find than those of other chromatic varieties, and more likely to survive long enough to hatch.

DC 20: Black dragon wyrmlings can breathe acid as older blacks can, but they do not possess an innate power over darkness.

Black Dragon Wyrmling Tactics

A black wyrmling begins an encounter in hiding, preferably beneath murky water. It emerges to use its *breath weapon* first, then closes on its foes, using its action point to make a *double attack* against the target that seems hurt worst by its breath. After that, it makes claw attacks against different opponents within reach or a bite attack against a single foe, blasting them again with its *breath weapon* if it recharges.

Encounter Groups

A black dragon wyrmling is usually encountered with its siblings, but sometimes one forms a short-term alliance with other beings, such as goblins. Occasionally an older dragon teaches the tricks of the trade to youngsters.

Level 2 Encounter (XP 650)
- 1 black dragon wyrmling (level 2 elite lurker)
- 1 goblin hexer (level 3 controller, *MM* 137)
- 2 needlefang drake swarms (level 2 soldier, *MM* 90)

Level 6 Encounter (XP 1,375)
- 1 young black dragon (level 4 solo lurker, *MM* 75)
- 2 black dragon wyrmlings (level 2 elite lurker)

Blue Dragon Wyrmling

As they grow toward adulthood, blue dragon wyrmlings stick to the safety of small caves in hillsides, cliff faces, or mountain walls; sometimes they hunt from atop ancient stone ruins. They enjoy the safety of high places, and they instinctively love violent weather just as older blue dragons do. Blue dragon wyrmlings that live in seaside cliffs are exposed to tempests, and some are killed in the wrack of especially powerful storms. Those that survive such punishment are considered true scions of blue dragonkind.

The wyrmling's brow horn is a good size from the moment it hatches, but otherwise its face is clear of growths. Its chin sports a cluster of elongated scales that resemble a beard, and its ears are large frills. Thick spikes form a sort of mane along its relatively short neck. Its scales are sky blue with a scattering of darker indigo patches.

Blue Dragon Wyrmling		**Level 4 Elite Artillery**
Medium natural magical beast (dragon)		XP 350
Initiative +4	**Senses** Perception +4; darkvision	
HP 96; **Bloodied** 48; see also *breath weapon*		
AC 18; **Fortitude** 17, **Reflex** 17, **Will** 16		
Resist 5 lightning		
Saving Throws +2		
Speed 7, fly 7 (hover), overland flight 10		
Action Points 1		
Gore (standard; at-will) ✦ **Lightning**		
+10 vs. AC; 2d6 + 5 lightning damage.		
Claw (standard; at-will)		
+10 vs. AC; 1d4 + 5 damage.		
Draconic Fury (standard; at-will)		
The wyrmling makes a gore attack and two claw attacks.		
Breath Weapon (standard; recharges when first bloodied; encounter) ✦ **Lightning**		
The wyrmling targets up to three creatures; the first target must be within 10 squares of the wyrmling, the second target within 5 squares of the first, and the third target within 5 squares of the second; +8 vs. Reflex; 2d6 + 4 lightning damage. *Miss:* Half damage. This attack does not provoke opportunity attacks.		
Lightning Burst (standard; at-will) ✦ **Lightning**		
Area burst 2 within 20; +8 vs. Reflex; 2d6 + 4 lightning damage. *Miss:* Half damage.		
Alignment Evil	**Languages** Draconic	
Skills Athletics +12, Insight +9, Nature +9		
Str 20 (+7)	**Dex** 15 (+4)	**Wis** 14 (+4)
Con 18 (+6)	**Int** 12 (+3)	**Cha** 13 (+3)

Blue Dragon Wyrmling Lore

A character knows the following information with a successful Nature check.

DC 15: A blue dragon prefers to lay its eggs in high coastal caves that are difficult to reach from land as well as hard to detect. Blue dragon wyrmlings begin their lives eating fish and seabirds, along with the occasional shipwrecked sailor.

DC 20: Blue dragon wyrmlings can breathe lightning and produce electric blasts, but do not control thunder as older blues do.

Blue Dragon Wyrmling Tactics

Unless forced into melee on the ground, a blue dragon wyrmling is content to remain airborne, especially if it feels danger is about. It begins combat by unleashing its *breath weapon*, then spends its action point to follow up with *lightning burst*. When it becomes bloodied, the wyrmling flees from the threat and seeks easier prey elsewhere.

Encounter Groups

Blue dragon wyrmlings flock together, but they can also cultivate short-term relationships with other creatures. Ettercaps that have lairs near coasts or other locations where blue dragons hatch sometimes placate the wyrmlings by working with them, and sometimes victims of the wyrmlings' hunger do not depart immediately.

Level 4 Encounter (XP 900)
- 1 blue dragon wyrmling (level 4 elite artillery)
- 2 ettercap fang guards (level 4 soldier, *MM* 107)
- 1 ettercap webspinner (level 5 controller, *MM* 107)

Level 6 Encounter (XP 1,300)
- 2 blue dragon wyrmlings (level 4 elite artillery)
- 3 wraiths (level 5 lurker, *MM* 266)

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Brown Dragon Wyrmling

While still young and vulnerable (for a dragon), brown wyrmlings seek the safety of burrowing. They hunt in hollow spaces below the desiccated earth, whether natural or the ruins of fallen civilizations. Brown wyrmlings venture to the surface only at twilight for added safety. Brown dragons are already known for their distaste for interaction with other creatures; their wyrmlings are doubly isolated.

The scales of a brown dragon wyrmling shade from sandy brown along its stomach to darker brown on its back.

Brown Dragon Wyrmling	**Level 2 Elite Lurker**
Medium natural magical beast (dragon)	XP 250
Initiative +6	**Senses** Perception +3; darkvision, tremorsense 10
HP 64; **Bloodied** 32; see also *breath weapon*	
AC 19; **Fortitude** 19, **Reflex** 16, **Will** 16	
Resist 5 fire	
Saving Throws +2	
Speed 7, burrow 6, fly 4 (hover)	
Action Points 1	
(+) **Bite** (standard; at-will)	
+7 vs. AC; 1d8 + 4 damage.	
(+) **Claw** (standard; at-will)	
+7 vs. AC; 1d6 + 4 damage.	
Double Attack (standard; at-will)	
The dragon makes two claw attacks.	
Sand Spray (immediate reaction, when an enemy targets the dragon with a ranged attack; at-will)	
The wyrmling attacks the triggering enemy; ranged 10; +6 vs. Reflex; 1d6 + 1 damage, and the target is blinded until the end of the dragon's next turn.	
Breath Weapon (standard; recharges when first bloodied; encounter)	
Close blast 4; +6 vs. Fortitude; 2d8 + 2 damage, and the target is blinded (save ends).	
Sand Cloud (move; recharge ⚅) ✦ **Polymorph**	
The wyrmling transforms into a cloud of sand and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the dragon enters takes 1d6 + 4 damage and is blinded (save ends). The wyrmling returns to its normal form after this move.	
Combat Advantage	
The wyrmling deals 1d6 extra damage against any target it has combat advantage against.	
Alignment Evil	**Languages** Common, Draconic
Skills Endurance +8, Stealth +7	
Str 19 (+5)	**Dex** 12 (+2) **Wis** 14 (+3)
Con 14 (+3)	**Int** 12 (+2) **Cha** 10 (+1)

Brown Dragon Wyrmling Lore

A character knows the following information with a successful Nature check.

DC 15: A brown dragon lays its eggs in one of the deeper hollows of its lair. It might protect its wyrmlings for the first few years after hatching, but eventually it pushes them out of the lair to a nearby buried ruin.

DC 20: Brown wyrmlings are as gluttonous as their parents and can sometimes be lured to the surface, even in obviously unsafe situations, by the promise of food. Overeager wyrmlings have lost their lives or their freedom through such ploys.

Brown Dragon Wyrmling Tactics

Like adults, brown wyrmlings prefer to remain out of sight under the ground, using tremorsense to keep tabs on potential prey. They rely more on their ability to burrow than adults do because their abilities are not yet finely honed. A wyrmling begins a fight with a blast of its *breath weapon*, then uses its action point to become a *sand cloud* and rush over its foes. It fights ferociously, but when it becomes bloodied, it uses its recharged *breath weapon* in an attempt to blind foes, then burrows to safety.

Encounter Groups

Brown wyrmlings burrow in isolation, but sometimes scavengers run with them, as interested as they are in sampling carrion or taking down fresh prey.

Level 3 Encounter (700 XP)
- 1 brown dragon wyrmling (level 2 elite lurker)
- 2 hyenas (level 2 skirmisher, *MM* 166)
- 2 stormclaw scorpions (level 1 soldier, *MM* 229)

Level 4 Encounter (900 XP)
- 1 brown dragon wyrmling (level 2 elite lurker)
- 1 hell hound (level 7 brute, *MM* 160)
- 2 deathjump spiders (level 4 skirmisher, *MM* 246)

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Gray Dragon Wyrmling

Like their elders, gray dragon wyrmlings enjoy hunting from the heights. Their smaller size sometimes causes other creatures to misidentify them as hawks or other birds of prey until it is too late to escape.

A gray wyrmling's mouth doesn't have as many fangs as an older gray's, but it still packs in too many teeth for comfort. Its tail ends in the stubs of what will eventually grow into twin blades of bone. Its color shades from off-white along its belly to gray along its sides and back.

Gray Dragon Wyrmling	**Level 3 Elite Soldier**
Medium natural magical beast (dragon)	XP 300
Initiative +3	**Senses** Perception +8; darkvision
HP 90; **Bloodied** 45; see also *breath weapon*	
AC 21; **Fortitude** 17, **Reflex** 16, **Will** 16	
Resist 5 acid	
Saving Throws +2	
Speed 8, fly 6 (overland flight)	
Action Points 1	
(+) **Claw** (standard; at-will)	
+10 vs. AC; 1d6 + 3 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Double Attack (standard; at-will)	
The gray dragon makes two claw attacks.	
Breath Weapon (standard; recharges when first bloodied; encounter) ✦ **Acid**	
Close blast 4; +8 vs. Fortitude; 1d6 + 1 acid damage, and the target is pushed 2 squares. The target also takes ongoing 5 acid damage (save ends).	
Alignment Evil	**Languages** Draconic
Skills Intimidate +6	
Str 16 (+4)	**Dex** 11 (+1) **Wis** 14 (+3)
Con 13 (+2)	**Int** 12 (+2) **Cha** 11 (+1)

Gray Dragon Wyrmling Lore

A character knows the following information with a successful Nature check.

DC 15: Gray dragons lay their eggs in outpost lairs left over from earlier hunting trips. When a gray leaves its outpost, it takes any treasure that it gathered for its hoard but might leave behind an egg or two.

DC 20: Gray wyrmlings can't petrify their foes as older grays can. Also unlike older grays, they prefer to work with siblings and other creatures.

Gray Dragon Wyrmling Tactics

A gray wyrmling enjoys the hunt as much as an adult, but it might choose merely to follow and observe a creature or group it judges too strong for it. It takes the opportunity to attack when a distraction occurs (such as its quarry being attacked by another beast of the badlands).

An attacking wyrmling dives with surprise if possible. It unleashes its *breath weapon* first and follows up with a mix of physical attacks, using its *breath weapon* again when it recharges. After battle is joined, a gray wyrmling stays in the fight to the bitter end even if it is losing—it exults too much in the contest to realize when the odds have turned against it.

Encounter Groups

Gray wyrmlings sometimes hunt in pairs. A single wyrmling might follow a likely prospect for miles if it knows the victim is heading into an ambush, flying overhead like a buzzard and waiting for its chance to snag a meal.

Level 5 Encounter (XP 1,100)

- 1 gray dragon wyrmling (level 3 elite soldier)
- 1 kruthik hive lord (level 6 elite controller, *MM* 170)
- 1 kruthik adult (level 4 brute, *MM* 170)
- 5 kruthik hatchlings (level 2 minion, *MM* 170)

EMILY FIEGENSCHUH

Green Dragon Wyrmling

Green wyrmlings do not possess the finesse or the worldly experience of their elders, and thus their ability to manipulate would-be victims has not yet developed. On the other hand, older greens learn their tricks from all the mistakes they made as wyrmlings (assuming they survive).

A green wyrmling is a slender, agile creature. A crown of five horn buds rings the back of its skull, and a pronounced spike juts from the tip of its narrow snout. A wyrmling's scales range from deep forest green along its spine to rich emerald on its head and flanks.

Green Dragon Wyrmling	**Level 4 Elite Skirmisher**
Medium natural magical beast (dragon)	XP 350
Initiative +8	**Senses** Perception +3; darkvision
HP 112; **Bloodied** 56; see also *breath weapon*	
AC 20; **Fortitude** 16, **Reflex** 18, **Will** 16	
Resist 5 poison	
Saving Throws +2	
Speed 8, fly 8 (hover)	
Action Points 1	
⊕ **Bite** (standard; at-will) ✦ **Poison**	
+9 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 poison damage (save ends).	
⊕ **Claw** (standard; at-will)	
+9 vs. AC; 1d6 + 4 damage.	
⊕ **Double Attack** (standard; at-will)	
The wyrmling makes two claw attacks.	
Luring Glare (minor 1/round; at-will) ✦ **Charm**	
Ranged 10; +7 vs. Will; the target slides 1 square.	
Breath Weapon (standard; recharges when first bloodied; encounter) ✦ **Poison**	
Close blast 4; +7 vs. Fortitude; 1d8 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). *Aftereffect:* The target is slowed (save ends).	
Alignment Evil	**Languages** Draconic
Skills Bluff +10, Diplomacy +10, Insight +8, Intimidate +10	
Str 13 (+3)	**Dex** 19 (+6) **Wis** 13 (+3)
Con 16 (+5)	**Int** 13 (+3) **Cha** 16 (+5)

Green Dragon Wyrmling Lore

A character knows the following information with a successful Nature check.

DC 15: A green dragon creates a nest like an eagle's aerie at the top of the tallest trees—the older and more massive, the better.

DC 20: Green wyrmlings have the poisonous breath and bite of older greens but lack the ability to take control of poisoned foes.

Green Dragon Wyrmling Tactics

Green wyrmlings would rather lead prey into a trap or otherwise use deceit to render it defenseless rather than fight, but sometimes nothing else will do.

In combat, a wyrmling uses *luring glare* to draw foes closer (possibly over a concealed pit trap), then hits them with its *breath weapon*. After the first round, it continues to move foes around with its glare, attempting to put them into disadvantageous positions before it strikes with tooth and claw.

A green wyrmling doesn't hesitate to retreat if the battle turns against it. A particularly defensive-minded one conserves its action point for a quick escape.

Encounter Groups

Green wyrmlings are encountered with various creatures of the forest. They know the value of alliance, and their deceit can reliably forge such arrangements. Sometimes a green wyrmling is "adopted" by a small band of elf foragers who, while wary of the dragon's lies, wish to learn what it knows of the territory.

Level 3 Encounter (XP 725)
- ✦ 1 green dragon wyrmling (level 4 elite skirmisher)
- ✦ 2 elf archers (level 2 artillery, *MM* 106)
- ✦ 1 elf scout (level 2 skirmisher, *MM* 106)

Level 5 Encounter (XP 1,100)
- ✦ 2 green dragon wyrmlings (level 4 elite skirmisher)
- ✦ 1 dryad (level 9 skirmisher, *MM* 96)

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Purple Dragon Wyrmling

Purple dragon wyrmlings squirm through Underdark tunnels too small for their elders, always on the lookout for prey as well as hidey-holes where they can spy on any activity in wider passages.

Purple Dragon Wyrmling	**Level 4 Elite Controller**
Medium natural magical beast (dragon)	XP 350
Initiative +4	**Senses** Perception +4; darkvision
HP 104; **Bloodied** 52; see also *breath weapon*	
AC 20; **Fortitude** 18, **Reflex** 18, **Will** 20	
Resist 5 psychic	
Saving Throws +2	
Speed 6, fly 6 (hover)	
Action Points 1	
Bite (standard; at-will) ✦ **Psychic**	
+10 vs. AC; 1d8 + 1 damage, and the target takes ongoing 5 psychic damage (save ends).	
Claw (standard; at-will)	
+10 vs. AC; 1d10 + 2 damage.	
Double Attack (standard; at-will)	
The wyrmling makes two claw attacks.	
Breath Weapon (standard; recharges when first bloodied; encounter) ✦ **Psychic**	
Close blast 4; +9 vs. Fortitude; 1d8 + 5 psychic damage, and the target takes ongoing 5 psychic damage and is dazed (save ends both). *Miss:* Half damage, and the target is not dazed and does not take ongoing damage. Each time the target fails the saving throw against the ongoing effect, the wyrmling can slide it 3 squares.	
Dominating Gaze (minor; encounter) ✦ **Charm, Gaze**	
Ranged 10; targets a stunned or dazed creature; +9 vs. Will; the target is dominated until the end of the wyrmling's next turn. The wyrmling can use *dominating gaze* on only one creature at a time.	
Destroyed by Sunlight	
A purple dragon wyrmling that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.	
Alignment Evil	**Languages** Draconic
Skills Bluff +12, Diplomacy +12, Intimidate +12, Dungeoneering +9, Insight +9	
Str 12 (+3)	**Dex** 15 (+4) **Wis** 14 (+4)
Con 12 (+3)	**Int** 13 (+3) **Cha** 20 (+7)

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Purple Dragon Wyrmling Lore

A character knows the following information with a successful Nature check.

DC 15: Purple dragons usually lay their eggs in their lairs. Sometimes they instead use the structures of previous Underdark residents, if the chambers and connecting hallways are elaborate enough for their taste—especially if these offer secure incubation space. A purple dragon lays its eggs along with the corpse of an unjustly slain creature that is likely to rise as a wraith or other shadowy undead entity. Not only does this spirit guard the eggs, but its necrotic energy somehow infuses the developing wyrmlings, touching them with a vestige of the Raven Queen's power.

DC 20: Purple wyrmlings possess only a fraction of their elders' ability to manipulate other creatures. Even though a wyrmling can attempt to dominate only once every few minutes, that moment of control can still ruin its victim.

Purple Dragon Wyrmling Tactics

Purple wyrmlings like to stay hidden in small tunnels and subterranean vents, not only to stay out of the sun's deadly rays but also to remain unnoticed by more powerful creatures that call the Underdark home.

When a purple wyrmling notices a disturbance near its territory, it stealthily approaches but doesn't immediately attack, instead assessing the threat compared to the food potential. If it decides to fight, it attempts to gain surprise and uses that advantage to catch prey in its *breath weapon*. As soon as it can act again, it uses *dominating gaze* to control a creature that was dazed by its breath and direct it to attack an ally. From then on, the wyrmling uses its claws and bite to take down the weakest targets, reserving its action point for escape.

Encounter Groups

The affinity between undead and purple dragons is demonstrated by the company their wyrmlings keep. Sometimes a purple wyrmling makes a deal with other Underdark dwellers, in return for desirable food such as subterranean fish.

Level 4 Encounter (XP 900)
- 2 purple dragon wyrmlings (level 4 elite controller)
- 1 wraith (level 5 lurker, *MM* 266)

Level 5 Encounter (XP 1,100)
- 1 purple dragon wyrmling (level 4 elite controller)
- 2 dwarf hammerers (level 5 soldier, *MM* 97)
- 2 dwarf bolters (level 4 artillery, *MM* 97)

Level 8 Encounter (XP 1,650)
- 1 purple dragon wyrmling (level 4 elite controller)
- 1 mummy guardian (level 8 brute, *MM* 192)
- 2 rot scarab swarms (level 8 soldier, *MM* 30)
- 5 vampire spawn fleshrippers (level 5 minion, *MM* 259)

Red Dragon Wyrmling

Red dragon wyrmlings are a scourge wherever they appear. Unlike other wyrmling varieties, they are not concerned with caution or living long enough to grow into larger, more dangerous versions. Red wyrmlings take on any creature that looks edible.

A red wyrmling is nearly identical to a fully grown red dragon, except for its size. Its distinctive serrated horns sweep back behind its head, though the smaller horns are mere stubs. The dragon's scales are brilliant scarlet, fading to pink on its belly.

Red Dragon Wyrmling		**Level 5 Elite Soldier**
Medium natural magical beast (dragon)		XP 400
Initiative +7	**Senses** Perception +9; darkvision	
HP 134; **Bloodied** 67; see also *breath weapon*		
AC 23; **Fortitude** 21, **Reflex** 18, **Will** 17		
Resist 5 fire		
Saving Throws +2		
Speed 5, fly 7 (hover), overland flight 10		
Action Points 1		
⨁ **Bite** (standard; at-will) ✦ **Fire**		
+13 vs. AC; 2d6 + 6 fire damage.		
⨁ **Claw** (standard; at-will)		
+13 vs. AC; 2d6 + 6 damage.		
⨁ **Double Attack** (standard; at-will)		
The wyrmling makes two claw attacks.		
⨁ **Tail Strike** (immediate reaction, when an enemy moves to a position where it flanks the red dragon wyrmling; encounter)		
The wyrmling attacks the triggering enemy with its tail: +11 vs. Reflex; 1d10 + 6 damage, and the target is pushed 1 square.		
Breath Weapon (standard; recharges when first bloodied; encounter) ✦ **Fire**		
Close blast 5; +11 vs. Reflex; 1d10 + 4 fire damage. *Miss:* Half damage.		
Alignment Evil	**Languages** Draconic	
Skills Bluff +8, Insight +9, Intimidate +8		
Str 22 (+8)	**Dex** 17 (+5)	**Wis** 14 (+4)
Con 19 (+6)	**Int** 11 (+2)	**Cha** 12 (+3)

Red Dragon Wyrmling Lore

A character knows the following information with a successful Nature check.

DC 15: A red dragon lays its eggs deep underground near a natural source of heat, such as the empty lava tubes of a simmering volcano, which helps them develop. After the wyrmlings hatch, the little beasts turn on each other, fighting until only one remains. If a clutch hasn't done this within a few months of hatching, the dragons usually get along until they go their separate ways.

DC 20: A red wyrmling has a breath weapon and can manage a single tail strike against a flanking enemy, but it lacks the more deadly qualities of a mature red. Rarely does a red wyrmling flee a fight; sometimes, this ferocity is enough to swing the battle back to the dragon's favor after its foes expect it to give up.

Red Dragon Wyrmling Tactics

A red wyrmling fearlessly approaches its enemies and unleashes its fiery breath, then spends its action point to make a *double attack*. If it becomes bloodied, the wyrmling directs its recharged *breath weapon* against the foe for which it holds the most animosity.

Unlike more mature reds, wyrmlings are battle-crazed. When their blood is up, they fight to the death, no matter the odds.

Encounter Groups

Red dragon wyrmlings stay near their hatchery for the first few years of life, but afterward they disperse in search of food and lairs of their own.

Some dragonborn enjoy the company of dragons, especially reds. Since mature dragons are difficult to work with, red wyrmlings are the best choice.

Level 5 Encounter (XP 1,000)
- 1 red dragon wyrmling (level 5 elite soldier)
- 2 dragonborn soldiers (level 5 soldier, *MM* 86)
- 1 rage drake (level 5 brute, *MM* 92)

Level 8 Encounter (XP 1,850)
- 2 red dragon wyrmlings (level 5 elite soldier)
- 1 cambion hellsword (level 8 brute, *MM* 39)
- 2 flameskulls (level 8 artillery, *MM* 109)

White Dragon Wyrmling

White dragons grow quickly but are more ferocious than cunning; most die before maturing. White wyrmlings are nasty blights of cold and bestial hunger that blow in with cold weather out of the mountains, looking for food and treasure.

A white wyrmling's head crest is less pronounced than an adult's, and its throat and chin are smoothly scaled, lacking the dewlap and spike of an adult. It has only a hint of horns on the ridges over its eyes and ears. The rest of its body has yet to develop scales and is instead protected by leathery white hide.

RON SPENCER

White Dragon Wyrmling	Level 1 Elite Brute
Medium natural magical beast (dragon)	XP 200
Initiative +0	**Senses** Perception +6; darkvision
HP 76; **Bloodied** 38; see also *breath weapon*	
AC 13; **Fortitude** 14, **Reflex** 12, **Will** 13	
Resist 5 cold	
Saving Throws +2	
Speed 6 (ice walk), fly 6 (hover), overland flight 10	
Action Points 1	
⊕ **Bite** (standard; at-will) ✦ **Cold**	
+4 vs. AC; 1d8 + 4 cold damage.	
⊕ **Claw** (standard; at-will)	
+4 vs. AC; 1d8 + 4 damage.	
⸸ **Dragon's Fury** (standard; at-will)	
The wyrmling makes two claw attacks. If it hits a single target with both claws, it makes a bite attack against the same target.	
⇜ **Breath Weapon** (standard; recharges when first bloodied; encounter) ✦ **Cold**	
Close blast 4; +2 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).	
Alignment Evil	**Languages** Draconic
Skills Athletics +9	
Str 18 (+4)	**Dex** 10 (+0) **Wis** 12 (+1)
Con 18 (+4)	**Int** 10 (+0) **Cha** 8 (-1)

White Dragon Wyrmling Lore

A character knows the following information with a successful Nature check.

DC 15: A white dragon lays its eggs in a cold, remote location. Although low temperature is not necessary for the eggs to hatch, it does season the wyrmlings to their environment and might be necessary for developing resistance to cold. Ice caves in glaciers are best, but deep crevasses or hollows in frozen tundra can also serve. After a clutch of white wyrmlings hatches, the creatures take a few hours to clean themselves and gather their strength. But within the day, they are out of the hatchery, hunting for their first meals.

DC 20: White wyrmlings have a chilling breath weapon that slows and weakens foes just like that of mature whites, and they can also lash out with a flurry of claws and fangs. However, they can't call upon the frigid power of older dragons. Like red wyrmlings, they fight to the bitter end, and sometimes their brutality can help them win out.

White Dragon Wyrmling Tactics

A white wyrmling is bestially aggressive. It swoops down from above or springs out of a hiding place beneath snow or ice, then unleashes its *breath weapon*. Thereafter, the wyrmling uses *dragon's fury* until its *breath weapon* recharges. After breathing, it uses its action point to slash at the most seriouslywounded enemy with *dragon's fury*, hoping to finish it in that round. White wyrmlings fight until slain.

Encounter Groups

White wyrmlings disperse widely from their hatcheries in just a few months, hunting and eating to gluttonous excess. They stay within flying distance of snow-covered peaks, tundra, or glacial plains, though boreal forests can host infestations of them, especially in the winter.

Sometimes kobolds attempt to tame a white dragon hatched from a plundered egg. This tactic often ends poorly for the would-be dragontamer, but occasionally it succeeds. Dragonborn sometimes are able to work with white wyrmlings and keep them as pets, although the creatures are too vicious and unpredictable for civilized environments. Occasionally white wyrmlings are encouraged by blandishments of treasure and food to briefly join forces with minor intelligent undead.

Level 1 Encounter (XP 500)
- ✦ 1 white dragon wyrmling (level 1 elite brute)
- ✦ 1 kobold slinger (level 1 artillery, *MM* 168)
- ✦ 2 kobold skirmishers (level 1 skirmisher, *MM* 167)

Level 3 Encounter (XP 750)
- ✦ 2 white dragon wyrmlings (level 1 elite brute)
- ✦ 1 specter (level 4 lurker, *MM* 244)
- ✦ 1 deathlock wight (level 4 controller, *MM* 262)

Level 5 Encounter (XP 1,000)
- ✦ 1 white dragon wyrmling (level 1 elite brute)
- ✦ 4 dragonborn soldiers (level 5 soldier, *MM* 86)

EMILY FIEGENSCHUH

Planar Dragons

Sometimes chromatic dragons live and breed in otherworldly environments. Those that remain in another plane long enough are radically altered by its nature or its denizens.

Some planar dragons are solo threats, every bit as dangerous as their mortal counterparts, but others have changed so drastically that they can fill other encounter roles as well.

Abyssal Dragons

The Abyss devours. A hungry pit that consumes and destroys all that venture into its depths, it is a place of unrivaled devastation and appalling violence. Chromatic dragons that descend into the Abyss are transformed into agents of ruin, either at the hands of the plane's demonic overseers or by the nature of the realm. Abyssal dragons are little more than living siege engines, though a few become powerful enough to become lords in their own right.

Frostforged Wyrm

Demons sometimes capture white dragons from the natural world to "improve" in the forges of the Abyss. The frostforged wyrm is the result: a tortured beast, outfitted with heavy plates of cold-forged iron fixed in place with cruel nails. No matter how hard the dragon struggles to free itself, minuscule demons scramble over its back to secure the armor plates.

The dragon's original nature is barely recognizable under the mass of spiked metal. Plumes of mist rise from its head plate, and a rime of frost accumulates around it. Such tormented creatures rarely live long—they are either killed by the demons or driven to death by their harsh masters, who see them only as expendable tools designed to spread carnage.

MIGUEL COIMBRA

Frostforged Wyrm Lore

A character knows the following information with a successful Arcana check.

DC 20: Frostforged wyrms are not native to the Abyss but have been brought there by force. Subjected to terrible torments and modifications, they serve as weapons of destruction in the wars raging through the layers of that darkened realm.

Adult Frostforged Wyrm		**Level 11 Brute**
Large elemental magical beast (dragon)		XP 600
Initiative +6	**Senses** Perception +9; darkvision	
HP 143; **Bloodied** 72; see also *pain frenzy*		
AC 23; **Fortitude** 24, **Reflex** 21, **Will** 23		
Resist 15 cold; **Vulnerable** charm (a frostforged wyrm that is hit by a charm effect attacks the nearest demon on its next turn)		
Speed 7, fly 5		
⊕ **Bite** (standard; at-will) ✦ **Cold**		
Reach 2; +14 vs. AC; 1d8 + 6 damage plus 1d10 cold damage.		
⇙ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Cold**		
Close blast 5; +14 vs. Fortitude; 4d8 + 6 cold damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends both).		
⇙ **Pain Frenzy** (immediate reaction, when first bloodied; encounter)		
Close burst 2; +14 vs. AC; 4d10 + 6 damage, and the target is knocked prone.		
Spikes of Pain (see text; encounter)		
An adjacent demon can spend a minor action to spur on a frostforged wyrm. The frostforged wyrm takes 1d10 damage and takes a standard action.		
Alignment Evil	**Languages** Abyssal, Draconic	
Str 22 (+11)	**Dex** 13 (+6)	**Wis** 18 (+9)
Con 23 (+11)	**Int** 9 (+4)	**Cha** 16 (+8)

Frostforged Wyrm Tactics

Driven to the brink of madness, this abyssal dragon shrieks in pain and hatred as it ravages its enemies. It fights fiercely, unleashing its *breath weapon* first and following through with melee attacks against any target it can reach. The frostforged wyrm is at its most dangerous when bloodied, so its demonic tormentors cruelly drive the armor's hooks into its flesh to spur it on, even if doing so ultimately kills the beast.

Deathmask Dragon

Few abyssal dragons are as strange as this one. Whenever a deathmask dragon slays a living creature, it devours the creature's essence, adding both flesh and spirit to its own.

This disgusting monster resembles a purple dragon in only the loosest sense. Its slender, snake-like body is supported by dozens of legs like those of a centipede, each breaking through the flesh and dripping with black corruption. Small black wings emerge from its back, able to carry the dragon despite their size. The long body eventually tapers into a slender tail, and its serpentine neck ends in a wide head. Twisted, leering faces peer out from between its scales, mouthing their private suffering and moaning with each scuttling step.

Deathmask Dragon Lore

A character knows the following information with a successful Arcana check.

DC 25: The deathmask dragon is a demonic harbinger of death, its body made up of the myriad souls it has devoured. The dragon grows larger as it feeds the wellspring of darkness that bubbles within, never sated and preying on mortal and demon alike.

Elder Deathmask Dragon **Level 21 Solo Controller**
Huge elemental magical beast (demon, dragon) XP 16,000

Initiative +16 **Senses** Perception +16; darkvision
HP 980; **Bloodied** 490; see also *bloodied breath*
AC 39; **Fortitude** 36, **Reflex** 37, **Will** 39
Resist 35 necrotic, 30 variable (2/encounter; *MM* 282)
Saving Throws +5
Speed 9, climb 9 (spider climb), fly 8 (hover), overland flight 18; phasing
Action Points 2

Bite (standard; at-will) ✦ **Necrotic**
Reach 3; +26 vs. AC; 2d8 + 5 damage, and the target takes ongoing 20 necrotic damage (save ends).

Claw (standard; at-will)
Reach 3; +26 vs. AC; 2d10 + 5 damage.

Double Attack (standard; at-will)
The dragon makes two claw attacks.

Mask of Dread (minor; at-will) ✦ **Fear, Psychic**
Ranged 20; +24 vs. Will; 2d6 + 9 psychic damage. Until the end of the dragon's next turn, when the target deals damage, it takes psychic damage equal to half the amount dealt.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Close blast 10; +25 vs. Fortitude; 3d8 + 5 necrotic damage, and the target is blinded until the end of the dragon's next turn. *Miss:* Half damage, and the target is not blinded.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Necrotic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Wail of Death (standard; recharge ⚄ ⚅) ✦ **Fear, Psychic**
Area burst 5 within 10; +24 vs. Will; 4d6 + 9 psychic damage. When the target deals damage, it takes psychic damage equal to half the amount dealt (save ends).

Alignment Evil **Languages** Abyssal, Draconic
Skills Bluff +24, Intimidate +24, Dungeoneering +21
Str 20 (+15) **Dex** 23 (+16) **Wis** 22 (+16)
Con 20 (+15) **Int** 22 (+16) **Cha** 28 (+19)

Deathmask Dragon Tactics

The deathmask dragon displays a frightful eagerness to kill. It begins by loosing a terrible *wail of death,* filling the minds of its enemies with memories of the dragon's crimes. Its victims relive the horror with each attack they make and are scourged by self-loathing and madness. Those who manage to resist might still be shaken by the dragon's *frightful presence,* and its *breath weapon* also disrupts and scatters its foes. Each round it targets one or more enemies with *mask of dread*, choosing those that have successfully saved against or were unaffected by *wail of death*.

Encounter Groups

Demons exploit abyssal dragons as steeds and war machines. Abyssal dragons can support hordes of fiends bidding to expand their power beyond the Abyss, or protect the personal lairs of mighty demon lords—having such a guardian is a mark of great power.

Level 13 Encounter (XP 3,900)
- 2 adult frostforged wyrms (level 11 brute)
- 2 mezzodemons (level 11 soldier, *MM* 58)
- 6 evistro demons (level 6 brute, *MM* 54)

ASTRAL DRAGONS

Floating in the endless expanse of the Astral Sea are the dominions of the gods and their immortal servants. Astral dragons are chromatic dragons that have lived in the realm so long that they have diverged from their forebears. These magnificent beasts came to the Astral Sea out of a sense of duty or by divine command, and they have absorbed features of this plane over the long ages spent there.

Battle Dragon

Battle dragons are prized for their warlike cunning and loyalty. They serve diverse gods, including Kord, Bane, and even Gruumsh, and support their deity's mortal servants. Battle dragons lend their might to holy champions in wars against their enemies, whether foul demons and devils or the servants of rival gods.

A battle dragon resembles a hybrid of a chromatic red and a metallic gold dragon, with gleaming green

scales tipped in bronze, red, or gold. Great wings unfold from its back, revealing brilliantly patterned skin. Sharp horns extend from the dragon's extremities and from the back of its skull.

Battle Dragon Lore

A character knows the following information with a successful Religion check.

DC 20: Battle dragons are natural leaders that encourage allies to perform daring acts of heroism or despicable deeds of villainy, depending on the gods they serve. They lead strikes against enemies, instilling their followers with a sense of duty and purpose.

Adult Battle Dragon **Level 14 Elite Soldier (Leader)**
Large immortal magical beast (dragon) XP 2,000

Initiative +14 **Senses** Perception +10; darkvision
HP 284; **Bloodied** 142; see also *battle fury*
AC 32; **Fortitude** 28, **Reflex** 26, **Will** 28
Resist 15 radiant
Saving Throws +2
Speed 7, fly 6 (hover), overland flight 14
Action Points 1

Bite (standard; at-will) ✦ **Radiant**
Reach 2; +20 vs. AC; 1d8 + 9 damage, and the target takes ongoing 5 radiant damage (save ends). Allies gain a +2 bonus to attack rolls against the target until the end of the battle dragon's next turn. *Aftereffect:* The target is weakened until the end of the battle dragon's next turn.

Claw (standard; at-will)
Reach 2; +20 vs. AC; 1d8 + 9 damage.

Draconic Frenzy (standard; at-will)
The dragon makes a bite attack and a claw attack.

Battle Fury (immediate reaction, when first bloodied; encounter)
The battle dragon makes a bite attack against an enemy within reach.

Battle Cry (standard; recharge ⚄ ⚅)
Close burst 5; allies within the burst gain 10 temporary hit points.

Breath Weapon (standard; recharge ⚄ ⚄ ⚅) ✦ **Radiant**
Close blast 5; +16 vs. Reflex; 4d6 + 7 radiant damage, and the target takes ongoing 5 radiant damage (save ends).

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +17 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment Any **Languages** Draconic, Supernal
Skills Intimidate +20
Str 24 (+14) **Dex** 21 (+12) **Wis** 16 (+10)
Con 22 (+13) **Int** 12 (+8) **Cha** 26 (+15)

Battle Dragon Tactics

Bred for war, the battle dragon leads the vanguard against its master's foes, soaring over their ranks and using its *frightful presence*. When it is engaged, it descends to tear through enemies with fangs and claws. If the battle turns against its allies, the battle dragon fills them with renewed vigor by screaming its ululating *battle cry*. It is loath to quit the battlefield, but it's savvy enough to know when the cause is lost. Before departing, it delivers a vicious bite for its opponents to remember it by.

Pact Dragon

Pact dragons are the descendants of the red dragons that originally formed a pact with the githyanki (see page 129 of the *Monster Manual*). They resemble red dragons but are smaller and more compact. A pact dragon's scales are dark, running toward deep crimson, while its eyes are silvery white, matching the Astral Sea through which it flies.

Pact Dragon Lore

A character knows the following information with a successful Religion check.

DC 25: When the gith broke from the tyrannical rule of the mind flayers, they fled into the Astral Sea. The githzerai broke with their kin after the githyanki headed down the path toward despotism, taking nearly half the gith population with them. To survive, the githyanki turned to Tiamat for aid; after tense negotiations, they won the service of the red dragons. In the centuries that followed, their descendants have come to be known as pact dragons, named for that ancient bargain between the githyanki and the Dark Lady of Avarice.

DC 30: The pact dragons serve the githyanki only as long as Vlaakith, their first queen, remains in the service of Tiamat.

MIGUEL COIMBRA

Adult Pact Dragon	Level 13 Skirmisher
Large immortal magical beast (dragon, mount)	XP 800
Initiative +13	**Senses** Perception +15; darkvision
HP 134; **Bloodied** 67; see also *bloodied breath*	
AC 27; **Fortitude** 26, **Reflex** 25, **Will** 25	
Resist 10 fire, 10 psychic	
Speed 7, fly 10 (hover), overland flight 14	
(+) **Bite** (standard; at-will)	
Reach 2; +18 vs. AC; 2d6 + 7 damage; see also *skirmish*.	
⸸ **Aggressive Charger** (while mounted by a friendly rider of 13th level or higher; at-will) ✦ **Mount**	
When it charges, the pact dragon makes a bite attack in addition to its rider's charge attack.	
⸸ **Breath Weapon** (standard; recharge ⚄ ⁞⁞) ✦ **Fire**	
Close blast 5; +15 vs. Reflex; 2d12 + 12 fire damage, and the target takes ongoing 5 fire damage (save ends).	
⸸ **Bloodied Breath** (free, when first bloodied; encounter) ✦ **Fire**	
The dragon's *breath weapon* recharges, and the dragon uses it immediately.	
Astral Jaunt (minor; encounter; recharge ⁞⁞) ✦ **Mount, Teleportation**	
The pact dragon disappears into the Astral Sea, teleporting 10 squares. Its rider teleports with it.	
Pledged Rider (while mounted by a friendly rider of 13th level or higher; at-will) ✦ **Mount**	
Any damage dealt to the pact dragon can be redirected to the rider, and vice versa.	
Skirmish +2d6	
If, on its turn, the pact dragon ends its move at least 4 squares away from its starting point, it deals 2d6 extra damage with its melee attacks until the start of its next turn.	
Alignment Evil	**Languages** Deep Speech, Draconic, telepathy 20
Skills Endurance +17, Insight +15	
Str 24 (+13)	**Dex** 20 (+11) **Wis** 18 (+10)
Con 22 (+12)	**Int** 15 (+8) **Cha** 16 (+9)

Pact Dragon Tactics

Pact dragons carry githyanki knights into battle, soaring above their enemies and charging down like thunderbolts, then teleporting behind their foes to block retreat. The dragon works in concert with its rider, descending only when assured of victory.

Encounter Groups

Pact dragons are encountered with githyanki, while battle dragons can be found alongside angels of all kinds.

Level 15 Encounter (XP 6,400)
- ✦ 4 adult pact dragons (level 13 skirmisher)
- ✦ 1 githyanki gish (level 15 elite skirmisher, *MM* 128)
- ✦ 3 githyanki warriors (level 12 soldier, *MM* 128)

Level 22 Encounter (XP 21,600)
- ✦ 6 adult battle dragons (level 11 brute)
- ✦ 2 angels of vengeance (level 19 elite brute, *MM* 17)

Elemental Dragons

The Elemental Chaos is the stuff of creation: limitless possibility and endless destruction combined in utter disorder. The plane's forces work against creatures that linger here, so they acquire its dangerous and unpredictable qualities. All creatures are susceptible to such alterations, but dragons react intensely to the awakening of their elemental nature; chromatic dragons seem especially prone to this transformation. Few elemental dragons escape their realm, but those that do settle in places compatible with their forms.

Blazewyrm

A BLAZEWYRM DELIGHTS IN BURNING anything it can set alight, especially other creatures. Tumbling through the air like a ball of fire, it moves among its enemies with impunity, leaving smoldering corpses behind.

This dragon is composed entirely of flame, shaped something like a dragon's head attached to a sinuous tail of burning air.

Young Blazewyrm	Level 4 Elite Brute
Large elemental magical beast (dragon, fire)	XP 350
Initiative +2	**Senses** Perception +8; darkvision
Body Blaze (Fire) aura 2; any creature that enters the aura or starts its turn within the aura takes 5 fire damage.	
HP 136; **Bloodied** 68; see also *tumbling flame*	
AC 18; **Fortitude** 18, **Reflex** 17, **Will** 16	
Immune fire	
Saving Throws +2	
Speed fly 6 (hover)	
Action Points 1	
(+) **Bite** (standard; at-will) ✦ **Fire**	
Reach 2; +7 vs. AC; 2d8 + 6 fire damage.	
⸸ **Blazewyrm Fury** (standard; at-will)	
The blazewyrm makes two bite attacks. If both bites hit a single target, it makes a third bite attack against the same target.	
⸸ **Tumbling Flame** (standard; recharges when first bloodied) ✦ **Fire, Teleport**	
Close blast 5; +5 vs. Reflex; 3d6 + 4 fire damage, and the target takes ongoing 5 fire damage (save ends). *Effect:* The blazewyrm teleports to any open space adjacent to the border of the blast's area.	
Alignment Unaligned	**Languages** Draconic, Primordial
Skills Athletics +11	
Str 18 (+6)	**Dex** 10 (+2) **Wis** 12 (+3)
Con 18 (+6)	**Int** 10 (+2) **Cha** 8 (+1)

Blazewyrm Lore

A character knows the following information with a successful Arcana check.

DC 20: Blazewyrms are likely to be found in foundries, furnaces, and places where the fabric between the world and the Elemental Chaos is weak. They rage uncontrollably, burning everything in sight and cavorting amid the flames and smoke. Sometimes a fire cult summons and binds a blazewyrm to serve as the focus of ceremonies.

DC 25: In the Chaos, blazewyrms travel in small family groups of two to three members, but every few years a number of groups join in a huge mating moot. This event produces a vast conglomeration of writhing fire, called a mother blazewyrm. This conglomerate creature survives for a week or two, then splits into hundreds of individual blazewyrms (about half again as many as initially combined).

Blazewyrm Tactics

When a blazewyrm spots new victims, it lays down a blast of *tumbling flame* and teleports close to an enemy, then uses its action point to lash out with *blazewyrm fury*. It continues to use the latter attack as much as possible, keeping one or more of its foes within its *body blaze* as it does so. When it becomes bloodied, it uses *tumbling flame* again to finish off a weakened enemy or to make an escape.

A blazewyrm values its own life less than the joy of making things burn. It fights flammable creatures to the death but attempts to flee from those that are resistant to fire.

Dragon Eel

A dragon eel swims through the gulfs of air and water of the Elemental Chaos, moving freely from churning currents to swirling winds, eternally hunting. A dragon eel might slip into the world in a deep ocean trench or during a terrible storm. A ship captain who discovers the newcomer must either fight it off or negotiate successfully—most such unfortunates are never seen again.

The head of this long, narrow dragon is blunt and streamlined, and its neck is nearly nonexistent. Along with the fins that run its length, it also has two wings resembling those of a manta ray.

Elder Dragon Eel	**Level 15 Elite Soldier**
Huge elemental magical beast (aquatic, dragon)	XP 2,400
Initiative +13 **Senses** Perception +15; darkvision	
HP 302; **Bloodied** 151	
AC 33; **Fortitude** 30, **Reflex** 27, **Will** 26	
Resist 10 cold, 10 lightning	
Saving Throws +2	
Speed swim 8, fly 8 (hover)	
Action Points 1	
⊕ **Bite** (standard; at-will) ✦ **Lightning**	
Reach 3; +22 vs. AC; 2d8 + 3 damage plus 1d6 lightning damage, and the target is grabbed (until escape). A dragon eel cannot make bite attacks while grabbing a creature, but it can use *clamping jaws*.	
⊕ **Tail Slap** (standard; at-will)	
Reach 3; +22 vs. AC; 2d8 + 7 damage.	
⸸ **Clamping Jaws** (standard; at-will) ✦ **Lightning**	
If a dragon eel begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature; +20 vs. Reflex; 2d8 + 3 damage plus 1d6 lightning damage. *Miss:* Half damage.	
⸸ **Double Attack** (standard; at-will)	
The dragon eel makes two tail slap attacks.	
⊰ **Breath Weapon** (standard; recharges when first bloodied) ✦ **Lightning**	
The dragon eel targets up to two creatures with its lightning breath; the first target must be within 10 squares of the dragon eel, and the second target within 10 squares of the first; +18 vs. Reflex; 2d12 + 10 lightning damage. *Miss:* Half damage.	
⸸ **Swallow** (standard; encounter) ✦ **Lightning**	
The dragon eel attempts to swallow a bloodied Medium or smaller creature it is grabbing; +21 vs. Fortitude; on a hit, the target is swallowed and restrained (no saving throw) and takes 10 damage plus 10 lightning damage on subsequent rounds at the start of the dragon eel's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the dragon eel dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the dragon eel.	
Alignment Unaligned **Languages** Draconic, Primordial	
Skills Intimidate +14	
Str 24 (+14) **Dex** 18 (+11) **Wis** 16 (+10)	
Con 23 (+13) **Int** 13 (+8) **Cha** 14 (+9)	

JAMES ZHANG (2)

Dragon Eel Lore

A character knows the following information with a successful Arcana check.

DC 25: Dragon eels have a taste for humanoid flesh. A dragon eel is usually satisfied with snatching a sailor or two off a ship's deck, but sometimes it holes the side of a sailing vessel below the waterline. The ship then sinks, allowing the creature to devour the helpless crew at its leisure.

Dragon Eel Tactics

Since a dragon eel can swim and fly with equal facility, it launches an attack from underwater against targets on land or aboard ship. When it is engaged, it keeps to the air. It begins a fight with its *breath weapon*, then moves in to bite. It prefers to grab and swallow a bloodied foe. If the fight goes against it, the dragon eel dives back below the surface or, if fighting aquatic foes, takes to the air to escape.

Tempest Dragon

Drifting with the currents of the floating oceans, swimming along rivers of lightning, or capering in the thunderheads that rumble and writhe in the Elemental Chaos are the tempest dragons. Imbued with the churning power of hurricanes and deadly maelstroms, a tempest dragon visits ruin wherever it travels.

A tempest dragon is composed entirely of water, yet it is just as smart as other dragons. It can assume any shape it desires but prefers to adopt a form resembling that of a transparent blue dragon. Tangles of seaweed and sweeps of sand are suspended within its oddly bright body.

Elder Tempest Dragon **Level 18 Solo Soldier**
Large elemental magical beast (aquatic, dragon) XP 10,000

Initiative +15 **Senses** Perception +17; darkvision
Watery Aura aura 5; enemies treat the area within the aura as difficult terrain. Any enemy that enters the aura or starts its turn within the aura takes 10 damage and is dazed until the end of the tempest dragon's next turn.
HP 875; **Bloodied** 438; see also *bloodied lightning*
AC 35; **Fortitude** 35, **Reflex** 33, **Will** 30
Resist 25 lightning, 10 variable (3/encounter; *MM* 282); **Vulnerable** 10 thunder
Saving Throws +5
Speed 9, fly 6 (clumsy), overland flight 18, swim 8; phasing; see also *swirling tempest*
Action Points 2

⊕ **Bite** (standard; at-will) ✦ **Lightning**
Reach 2; +23 vs. AC; 2d12 + 7 damage plus 1d10 lightning damage, and the target is dazed until the end of the tempest dragon's next turn.

Double Attack (standard; at-will)
The dragon makes two bite attacks.

Lightning Discharge (standard; recharge ⚄ ⚅) ✦ **Lightning**
Close burst 10; +21 vs. Reflex (+23 against creatures in the dragon's *watery aura*); 4d6 + 8 lightning damage, and the target is dazed (save ends).

Bloodied Lightning (free, when first bloodied; encounter) ✦ **Lightning**
The dragon's *lightning discharge* recharges, and the dragon uses it immediately.

Swirling Tempest (move; at-will)
The tempest dragon slides each creature in its *watery aura* a number of squares equal to its speed to a space within the aura. It can then move its speed.

Alignment Unaligned **Languages** Draconic, Primordial
Skills Athletics +22
Str 26 (+17) **Dex** 18 (+13) **Wis** 16 (+12)
Con 23 (+15) **Int** 12 (+10) **Cha** 17 (+12)

Tempest Dragon Lore

A character knows the following information with a successful Arcana check.

DC 20: Tempest dragons seek out storms and cloud banks, or areas where such formations occur. The presence of a tempest dragon might breed more storms than normal in a given area.

Tempest Dragon Tactics

A tempest dragon is aggressive, engulfing foes within its *watery aura* and then using *lightning discharge* to electrocute them. It uses this tactic for as long as it has action points, moving each round to affect as many opponents as possible. If the battle goes against it, it thins its form into a cloud of water droplets, phasing through obstacles to make a getaway.

MIGUEL COIMBRA

Pyroclastic Dragon

No dragon better reflects the fury of the Elemental Chaos than does this one. Dwelling in the plane's most violent regions, pyroclastic dragons can survive in places inimical to other life. They thrive on a diet of molten ores and minerals, but they savor roasted flesh whenever they can get it.

A pyroclastic dragon is a mountainous creature composed of molten rock contained by a thin crust of cooled stone. Its craggy maw gapes to reveal a white-hot core. It has the general shape and features of a red dragon, but its body vents poisonous gases from the numerous rents and fissures that split its stony hide.

Elder Pyroclastic Dragon **Level 21 Solo Brute**
Huge elemental magical beast (dragon, fire) XP 16,000

Initiative +14 **Senses** Perception +14; darkvision
Venomous Heat (Fire, Poison) aura 5; any creature that enters the aura or starts its turn within the aura takes 10 fire damage and 10 poison damage.
HP 1,220; **Bloodied** 610; see also *bloodied breath*
AC 36; **Fortitude** 36, **Reflex** 32, **Will** 34
Immune fire; **Resist** 25 poison
Saving Throws +5
Speed 9, burrow 6, climb 6, fly 6 (clumsy), overland flight 18
Action Points 2

Bite (standard; at-will) ✦ **Fire**
Reach 23; +24 vs. AC; 2d8 + 8 damage, and the target takes ongoing 5 fire damage (save ends).

Claw (standard; at-will)
Reach 3; +24 vs. AC; 1d8 + 8 damage.

Draconic Frenzy (standard; at-will)
The dragon makes a bite attack and a claw attack.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 8; +22 vs. Reflex; 3d12 + 8 fire damage, and the target is blinded and takes ongoing 5 fire damage (save ends both). *First Failed Saving Throw:* The target is slowed (save ends). *Aftereffect:* The target is restrained (save ends).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Fire**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Eruption (immediate reaction, when an enemy attacks the dragon with a melee attack; encounter) ✦ **Fire**
Close blast 5, which must include the triggering enemy; +22 vs. Reflex; 4d6 + 8 fire damage, and the target is pushed 3 squares and knocked prone.

Tremors (standard; recharge ⚀ ⚄ ⚅)
Close burst 5; +22 vs. Reflex; 2d6 + 8 damage, and the target is knocked prone.

Alignment Evil **Languages** Draconic, Primordial
Skills Athletics +23, Endurance +22
Str 27 (+18) **Dex** 19 (+14) **Wis** 19 (+14)
Con 24 (+17) **Int** 11 (+10) **Cha** 13 (+11)

Pyroclastic Dragon Lore

A character knows the following information with a successful Arcana check.

DC 20: Pyroclastic dragons settle in the calderas of active volcanoes. They swim about in the lava, sometimes diving deep into the magma veins to see what can be found below. The mere presence of such a dragon causes the earth to rebel: Venomous fissures split the ground, while tremors roll out from wherever the dragon goes.

Pyroclastic Dragon Tactics

A pyroclastic dragon is an unsubtle opponent that explodes into violence when provoked. It unleashes its *breath weapon* the first chance it gets, coating its victims in molten rock that cools, slowing and eventually halting its enemies. The dragon uses *tremors* against any that have not been so incapacitated. It then uses an action point to shatter its foes with its powerful bite and jagged claws.

Encounter Groups

Though elemental dragons are denizens of the Chaos, sometimes they slip across the planar veil and find a lair in the world.

Level 4 Encounter (XP 900)
- 1 young blazewyrm (level 4 elite brute)
- 1 goblin hexer (level 3 controller, *MM* 137)
- 2 goblin skullcleavers (level 3 brute, *MM* 137)
- 1 fire beetle (level 1 brute, *MM* 30)

Level 19 Encounter (XP 11,500)
- 1 elder tempest dragon (level 18 solo soldier)
- 1 sahuagin baron (level 10 elite brute, *MM* 224)
- 2 sahuagin raiders (level 6 soldier, *MM* 224)

FEYWILD DRAGONS

The planar dragons of the Feywild, like the places and creatures of that plane, reflect their counterparts in the world, capturing the essence of their being and infusing them with incredible arcane power. Those dragons hatched in the Feywild are decidedly more magical than others.

Feywild Dragon Lore

A character knows the following information with a successful Arcana check.

DC 20: Feywild dragons possess magical ability, allowing them to manipulate their environments or torment the minds of enemies.

They are driven to populate their hoards with ritual books and with implements of arcane magic. They enjoy fine health and great longevity, which might be due to indirect magical influence or to happiness from owning such enviable possessions.

DC 30: Eladrin myth describes kinds of Feywild dragons other than those presented here. Some are no bigger than a sparkle of light, while others are so large that their spiny backs resemble mountain ranges. In a place where nearly any wonder is possible, these stories might well be true.

Faerie Dragon

Faerie dragons flit over unspoiled forest groves and shining eladrin citadels, absorbing the heat of the clear sunlight on their iridescent wings and crooning their melodious songs day and night. Visitors to the Feywild's flower-speckled meadows or groves of ancient trees can't travel far without drawing the attention of a flock of faerie dragons, which accompany them with singing and amazing aerial displays. If danger threatens, the flock disperses in a twinkling. But faerie dragons are mischievous and curious, and they can't stay away long when something interesting is going on.

A faerie dragon is about the size of a dog, far smaller than any true dragon, but its form is clearly draconic. Its iridescent scales reflect all the colors of the rainbow, and its butterfly wings flutter so rapidly in flight that they become a shimmer of multicolored light. Its constant amusement with the world is revealed by a grin that grows especially broad when the dragon is up to something roguish.

EVA WIDERMANN

Faerie Dragon Lore

A character knows the following information with a successful Arcana check.

DC 20: Faerie dragons have no clear ancestry, though eladrin sages opine that they first came into being as Feywild echoes of dragons in the world.

DC 25: Faerie dragons keep their distance from intruders, preferring to lead such creatures away from their forest homes rather than confronting them directly. When possible, they lure aggressors toward dryads, satyrs, or other creatures capable of dealing with a threat, then either assist in the flight or flit away. Faerie dragons rarely initiate hostilities—they are more likely to trail and spy on intruders—though flocks of these creatures have been known to attack interlopers.

Adult Faerie Dragon Flitterwing	**Level 4 Skirmisher**
Small fey magical beast (dragon)	XP 175
Initiative +7 **Senses** Perception +4; darkvision	
HP 53; **Bloodied** 26; see also *dazzling departure*	
AC 18 (see also *flitter*), **Fortitude** 14, **Reflex** 16, **Will** 15	
Speed 6, fly 6 (hover)	
⊕ **Tail Spike** (standard; at-will)	
+9 vs. AC; 1d4 + 3 damage.	
✧ **Breath Weapon** (standard; encounter) ✦ **Radiant, Teleportation**	
Close blast 4; +7 vs. Reflex; 3d6 + 3 radiant damage, and the faerie dragon teleports 1 square for each enemy caught in the blast. *Miss:* Half damage, and the faerie dragon does not teleport.	
✧ **Dazzling Departure** (when reduced to 0 hit points)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, the faerie dragon dissolves in a burst of rainbow light.	
Flitter (move; at-will)	
The faerie dragon moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Combat Advantage	
The faerie dragon deals 1d6 extra damage on melee attacks against any target it has combat advantage against.	
Alignment Unaligned **Languages** Draconic, Elven	
Skills Bluff +8, Stealth +10, Thievery +10	
Str 11 (+2) **Dex** 17 (+5) **Wis** 14 (+4)	
Con 13 (+3) **Int** 13 (+3) **Cha** 13 (+3)	

Faerie Dragon Flitterwing Tactics

A faerie dragon flitterwing prefers to avoid combat. When conflict does arise, it uses *flitter* to move up to a group of enemies and catch them in its *breath weapon*. Then it teleports to a new position, preferably out of foes' melee reach. It continues to use *flitter* each round to gain combat advantage before attacking with its spiked tail.

Adult Faerie Dragon Windgleam	**Level 4 Lurker**
Medium fey magical beast (dragon)	XP 175
Initiative +9 **Senses** Perception +6; darkvision	
HP 43; **Bloodied** 21	
AC 18; **Fortitude** 16, **Reflex** 18, **Will** 17	
Speed 5, fly 8 (hover)	
Tail Spike (standard; at-will)	
+7 vs. AC; 1d6 + 2 damage.	
Breath Weapon (standard; encounter) ✦ **Illusion, Radiant, Teleportation**	
Close blast 4; +8 vs. Reflex; 2d6 + 2 radiant damage, and the faerie dragon becomes invisible if two or more enemies are caught in the blast. *Miss:* Half damage, and the faerie dragon does not become invisible.	
Invisibility (standard; at-will) ✦ **Illusion**	
The faerie dragon becomes invisible until it attacks or until it is hit by an attack.	
Alignment Unaligned **Languages** Draconic, Elven	
Skills Bluff +9, Stealth +10, Thievery +10	
Str 10 (+2) **Dex** 16 (+5) **Wis** 8 (+1)	
Con 13 (+3) **Int** 6 (+0) **Cha** 15 (+4)	

Faerie Dragon Windgleam Tactics

A windgleam that chooses to engage in combat remains invisible until it moves up close enough to use its *breath weapon*. It tries to affect as many enemies as possible so it can turn invisible again. It continues to use *invisibility* to minimize its vulnerability until it can safely attack a foe.

Mirage Dragon

Dwelling in pristine Feywild forests untouched by axe or flame, sunning themselves in brightly lit glades, mirage dragons are reclusive creatures. Though they rarely deign to interact with others, mirage dragons consider the eladrin to be kindred souls who share their independence and reluctance to become involved in the conflict between light and dark.

A mirage dragon has a long, serpentine body, covered in deep emerald scales, and a wedge-shaped head. Despite its small size, its wings readily lift it into the air. All mirage dragons grow soft, brilliant feathers behind their jaws, giving them vibrant manes of wondrous color.

Adult Mirage Dragon	**Level 15 Solo Controller**
Large fey magical beast (dragon)	XP 6,000
Initiative +13 **Senses** Perception +16; darkvision	
HP 745; **Bloodied** 372; see also *elusive foe*	
AC 31; **Fortitude** 28, **Reflex** 31, **Will** 30	
Resist 15 poison	
Saving Throws +5	
Speed 9, climb 6 (spider climb), fly 8 (hover), teleport 6	
Action Points 2	
Bite (standard; at-will) ✦ **Poison, Sleep**	
Reach 2; +19 vs. AC; 2d10 + 4 damage, and the target takes ongoing 5 poison damage (save ends). *First Failed Saving Throw:* The target falls unconscious (save ends).	
Claw (standard; at-will)	
Reach 2; +19 vs. AC; 1d10 + 4 damage.	
Draconic Frenzy (standard; at-will)	
The dragon makes a bite attack and a claw attack.	
Phantom Harrier (minor; at-will) ✦ **Fear, Illusion**	
Ranged 10; +20 vs. Will; the target takes a -2 penalty to attack rolls until the end of the mirage dragon's next turn.	
Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Charm, Psychic**	
Close blast 6; +20 vs. Will; 1d12 + 9 psychic damage, and on its turn the target must either move twice its speed away from the dragon or attack its nearest ally (save ends). *Aftereffect:* The target is weakened (save ends).	
Recover Breath (standard; encounter)	
The dragon recharges its *breath weapon*.	
Frightful Presence (standard; encounter) ✦ **Fear**	
Close burst 10; targets enemies; +19 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).	
Mirage (standard; sustain minor; encounter) ✦ **Illusion, Psychic, Zone**	
Area burst 6 within 10; +18 vs. Will; 2d6 + 9 psychic damage, and the target is slowed (save ends). The burst creates a zone that counts as difficult terrain for all creatures except the dragon. A creature that enters or starts its turn in the zone takes 10 psychic damage.	
Elusive Foe (free, when first bloodied; encounter) ✦ **Teleportation**	
The mirage dragon teleports 6 squares.	
Alignment Unaligned **Languages** Draconic, Elven	
Skills Bluff +19, Diplomacy +19, Insight +16, Stealth +18	
Str 18 (+11) **Dex** 23 (+13) **Wis** 18 (+11)	
Con 21 (+12) **Int** 19 (+11) **Cha** 24 (+14)	

TARA RUEPING

Mirage Dragon Lore

A character knows the following information with a successful Arcana check.

DC 25: Mirage dragons might be descended from ancient chromatics (perhaps greens) that took up residence in the Feywild. They maintain close ties to the eladrin, and they are companions and steeds to eladrin nobles. They can be playful tricksters or dangerous manipulators.

Mirage Dragon Tactics

A mirage dragon avoids combat, manipulating the minds of its foes to buy time for retreat. It leads with *frightful presence* to soften up its enemies, then uses its *breath weapon* to damage their minds and flutters off. However, if angered, it picks distracted foes apart with its venomous bite while tormenting the rest with *phantom harrier* and *mirage*.

Wretch Dragon

Sentinels of fomorian enclaves in the Underdark of the Feywild, wretch dragons are every bit as horrid and unsightly as their grim masters. The fomorians enslaved these gruesome reflections of purple dragons on the mortal world to serve in their ongoing war against the hated eladrin and other creatures of beauty.

Wretch dragons are aptly named: Their bodies shudder with disgusting growths and swellings. Grown corpulent on the rancid leavings of their masters, these creatures are far bulkier than their natural counterparts, with a thick layer of fat covering their muscular frames.

Adult Wretch Dragon **Level 17 Elite Brute**
Large fey magical beast (dragon) XP 3,200

Initiative +14 **Senses** Perception +21; darkvision
HP 400; **Bloodied** 200; see also *burst of filth*
AC 30; **Fortitude** 29, **Reflex** 30, **Will** 30
Resist 10 necrotic, 10 psychic
Saving Throws +2
Speed 8, climb 8 (spider climb), fly 6 (hover)
Action Points 1

⊕ **Bite** (standard; at-will) ✦ **Necrotic**
Reach 2; +19 vs. AC; 2d6 + 5 damage, plus ongoing 10 necrotic damage.

⊕ **Claw** (standard; at-will)
Reach 2; +19 vs. AC; 1d8 + 5 damage.

Draconic Frenzy (standard; at-will)
The dragon makes a bite attack and a claw attack.

Wretched Curse (minor; at-will) ✦ **Fear, Psychic**
Ranged 10; +18 vs. Will; 1d8 + 2 psychic damage, and the target is pulled 2 squares.

Breath Weapon (standard; encounter) ✦ **Psychic, Teleportation**
Close blast 5; +18 vs. Reflex; 3d10 + 4 psychic damage, and the target teleports 5 squares to an unoccupied space on solid ground of the dragon's choosing. *Miss:* Half damage, and the target does not teleport.

Burst of Filth (free, when first bloodied; encounter) ✦ **Necrotic, Psychic**
Close burst 3; +18 vs. Fortitude; 2d10 + 7 necrotic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both).

Alignment Evil **Languages** Draconic, Elven
Str 21 (+13) **Dex** 23 (+14) **Wis** 27 (+16)
Con 19 (+12) **Int** 20 (+13) **Cha** 14 (+10)

Wretch Dragon Lore

A character knows the following information with a successful Arcana check.

DC 25: Wretch dragons are hatched in well-protected crèches within fomorian cities. The fomorians keep the young dragons on a special diet to speed their growth.

Wretch Dragon Tactics

For all its hideousness, a wretch dragon is highly intelligent and employs a nightmarish array of powers to protect the fomorian painbringers that it accompanies. The dragon draws opponents with its *wretched curse* and then blows them away with the psychic assault of its *breath weapon*. Foes facing the creature must beware of the ichorous growths that stud its flesh: Dealing enough damage to the dragon causes these to explode, showering nearby creatures with necrotic filth.

Encounter Groups

Mirage dragons have little interest in the conflicts between good and evil, but fomorians offend their aesthetic sensibilities. Wretch dragons sometimes slip into the depths of the Feywild's Underdark, hunting their former masters. Faerie dragons can be found nearly anywhere in the Feywild, in the company of any creature that will put up with them.

Level 6 Encounter (XP 1,275)
- 1 dryad (level 9 skirmisher, *MM* 96)
- 1 eladrin twilight incanter (level 8 controller, *MM* 102)
- 2 adult faerie dragon flitterwings (level 4 skirmisher)
- 1 adult faerie dragon windgleam (level 4 lurker)

Level 17 Encounter (XP 8,400)
- 1 bralani of autumn winds (level 19 controller, *MM* 102)
- 1 adult mirage dragon (level 15 solo controller)

Level 19 Encounter (XP 11,850)
- 1 fomorian painbringer (level 19 elite controller, *MM* 110)
- 1 adult wretch dragon (level 17 elite brute)
- 11 cyclops warriors (level 16 minion, *MM* 46)

SHADOWFELL DRAGONS

The dragons of the Shadowfell are unmatched in wickedness and hatred of life and light. A menace in their own realm, they are absolute terrors when they intrude on the natural world.

Blight Dragon

Creatures of the Shadowfell's wastelands, blight dragons spread destruction and death wherever they go. They are filled with a dark impulse to scour the land and leech the vital energy from all living things. Their mere presence turns plants to dust and common animals to bleached bones.

A blight dragon closely resembles a brown dragon, but its scales run more rust-red. Dust follows it wherever it goes, swirling about it in small eddies but whipping up with flesh-shredding force when the dragon is enraged.

Blight Dragon Lore

A character knows the following information with a successful Arcana check.

DC 20: A blight dragon transforms the lands around its lair into a desolate waste, wiping out any indigenous life. Such destruction is reason enough, but it also offers the dragon a clear view of any who would risk their lives to spirit away its treasures.

TOMAS GIORELLO

Adult Blight Dragon	**Level 12 Elite Controller**
Large shadow magical beast (dragon)	XP 1,400
Initiative +10	**Senses** Perception +11; darkvision
Ruin (Necrotic) aura 5; any creature that enters the aura or starts its turn within the aura takes 10 necrotic damage.	
HP 254; **Bloodied** 127; see also *dust storm*	
AC 28; **Fortitude** 28, **Reflex** 24, **Will** 27	
Resist 10 fire, 10 necrotic; **Vulnerable** 10 radiant	
Saving Throws +2	
Speed 8, fly 5 (hover)	
Action Points 1	
Bite (standard; at-will) ✦ **Necrotic**	
Reach 2; +16 vs. AC; 2d10 + 4 damage, and the target takes ongoing 5 necrotic damage.	
Life Leech (standard; recharge ⚅ ⚄ ⚃) ✦ **Healing, Necrotic**	
Ranged 10; +16 vs. Fortitude; 2d6 + 5 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
Breath Weapon (standard; recharge ⚄ ⚃) ✦ **Fire, Necrotic**	
Close blast 8; +16 vs. Fortitude; 1d10 + 7 fire damage, and the target takes ongoing 10 necrotic damage (save ends). *Aftereffect:* The target takes a -2 penalty to attack rolls until the end of the dragon's next turn.	
Dust Storm (minor; recharges when first bloodied)	
Close burst 3; +14 vs. Fortitude; 1d8+5 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Frightful Presence (standard; encounter) ✦ **Fear**	
Close burst 10; targets enemies; +14 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).	
Alignment Evil	**Languages** Draconic
Skills Endurance +17, Stealth +15	
Str 19 (+10)	**Dex** 19 (+10) **Wis** 21 (+11)
Con 23 (+12)	**Int** 17 (+9) **Cha** 14 (+8)

Blight Dragon Tactics

A blight dragon begins a fight in the air. It uses *frightful presence* to pin its enemies in place, then spends an action point to spew its *breath weapon*: a searing wind of grit and dust that rots whatever it touches. It descends to make gruesome bite attacks, as well as to ravage its enemies with its *ruin* aura, retreating as necessary to heal itself with vital fluids drained from its enemies. If the dragon feels overwhelmed, it stirs up a vicious *dust storm* to cover its retreat.

Shadow Dragon

Shadow dragons are treacherous monsters that prowl in the darkest corners of the Shadowfell. Whether skulking in the deeps of the plane's Underdark or commanding armies from the ruins of old cities infested with undead, shadow dragons are a dreadful force in this realm.

At a glance, a shadow dragon appears insubstantial. Its dark hide and translucent scales help it blend into its dim surroundings. Shadow dragons might be mistaken for black dragons, but their heads feature rows of backward-pointing horns. A long fringe of spines emerges from the back of the dragon's neck, and its powerful tail features a swimming fin.

Shadow Dragon Lore

A character knows the following information with a successful Arcana check.

DC 25: Shadow dragons infest crumbling cities and sunken palaces. They are greedy and rapacious, even for dragons, and hungry for power and wealth. Shadow dragons enslave other races to serve them as soldiers and servants.

Shadow Dragon Tactics

A shadow dragon never fights fair. It lurks in the darkness, biding its time for the proper moment to strike. In fact, a shadow dragon might follow its quarry for hours before revealing itself. When it finally strikes, it drops *globes of darkness*, then uses *shadow walk* to move to the best position for its *breath weapon*, spending an action point to use it on that turn. While its foes struggle against the rotting power of that attack, the dragon tears into them with fangs and claws, spawning additional *globes of darkness* to help it teleport about the battlefield.

Elder Shadow Dragon **Level 24 Solo Lurker**
Huge shadow magical beast (dragon) XP 30,250

Initiative +25 **Senses** Perception +22; darkvision
HP 1,100; **Bloodied** 550; see also *bloodied breath*
AC 41; **Fortitude** 37, **Reflex** 41, **Will** 37
Resist 30 necrotic
Vulnerable radiant (whenever a shadow dragon takes radiant damage, one of its *globes of darkness* ends)
Saving Throws +5
Speed 10, fly 10 (hover), overland flight 20, swim 10; see also *shadow walk*
Action Points 2

Bite (standard; at-will) ✦ **Necrotic**
Reach 3; +29 vs. AC; 2d10 + 9 damage, and the target is weakened (save ends).

Claw (standard; at-will)
Reach 3; +29 vs. AC; 1d10 + 9 damage.

Draconic Frenzy (standard; at-will)
The dragon makes a bite attack and a claw attack.

Tail Slash (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)
The dragon uses its tail to attack the triggering enemy; +29 vs. AC; 2d8 + 9 damage.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Close blast 5; +27 vs. Fortitude; 2d12 + 5 necrotic damage, and the target loses one healing surge and is weakened (save ends). *Aftereffect:* The target's necrotic resistance is negated until the end of the encounter. *Miss:* Half damage, and the target does not lose a healing surge.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Necrotic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Globe of Darkness (minor 1/rd; sustain minor; at-will) ✦ **Zone**
Area burst 2 within 20; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within thearea (except the dragon) is blinded.

Combat Advantage
The shadow dragon deals 4d6 extra damage against a target it has combat advantage against.

Shadow Walk (move; at-will) ✦ **Teleportation**
A shadow dragon that is in at least one square of a *globe of darkness* can teleport to any other *globe of darkness* within line of sight. It must end this move in at least one square of that *globe of darkness*.

Alignment Evil **Languages** Draconic
Skills Intimidate +20, Stealth +26

Str 25 (+19)	**Dex** 29 (+21)	**Wis** 21 (+17)
Con 20 (+17)	**Int** 18 (+16)	**Cha** 17 (+15)

Encounter Groups

Shadowfell dragons use servants for protection and as their spies and saboteurs. Blight dragons are too destructive to attract any creatures but undead. Shadow dragons employ a variety of shadow creatures, from dark ones to vicious undead thralls, but prefer to enslave shadar-kai whenever they can. Powerful shadar-kai sometimes ride these dragons.

Level 28 Encounter (XP 68,250)
- 1 elder shadow dragon (level 24 solo lurker)
- 2 sorrowsworn soulrippers (level 25 skirmisher, *MM* 242)
- 2 dread wraiths (level 25 lurker, *MM* 267)
- 5 bodak reavers (level 18 soldier, *MM* 36)

Undead Dragons

Long-lived as they are, some dragons remain in the world, active and malicious, even when heartbeats falter and necrotic energy instead of blood provides animation.

Dracolich

As described in the *Monster Manual*, a dracolich is created from a powerful dragon through an evil ritual. Some dragons willingly choose to become sentient undead; others have the ritual forced upon them. Dracoliches are greedy for power and treasure, but individuals pursue other goals equally passionately. Dracoliches can arise from dragon families other than the chromatic, but chromatics are most prone to the transformation.

Bone Mongrel Dracolich

A dragon does not become this sort of dracolich by choice. A bone mongrel is created from the remains of several dead dragons to form an animate and dully sentient whole.

This skeletal dragon is about the size of a large horse, with a malevolent light burning in its eye sockets. The denuded bones forming the creature clearly do not match, and the dragon's skull shows rivets where the lower jaw and various horns have been attached.

RICK SARDINHA

Bone Mongrel Dracolich		**Level 8 Elite Brute**
Large natural magical beast (dragon, undead)		XP 700
Initiative +7	**Senses** Perception +9; darkvision	
HP 218; **Bloodied** 109		
AC 22; **Fortitude** 21, **Reflex** 19, **Will** 18		
Immune disease, fear, poison; **Resist** 15 necrotic; **Vulnerable** 10 radiant		
Saving Throws +2		
Speed 6, fly 8 (clumsy)		
Action Points 1		
Bite (standard; at-will) ✦ **Necrotic**		
Reach 2; +11 vs. AC; 2d8 + 6 necrotic damage, and the target takes ongoing 5 damage (save ends).		
Flensing Teeth (standard; at-will)		
The dracolich makes a bite attack against each of two different targets.		
Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Necrotic**		
The dracolich unleashes a blast of bone shards: close blast 5; +9 vs. Reflex; 2d10 + 10 necrotic damage, and the target takes ongoing 5 damage (save ends). *First Failed Saving Throw:* The ongoing damage increases to 10.		
Horrid Presence (standard; encounter) ✦ **Fear**		
Close burst 5; targets enemies; +9 vs. Will; the target is pushed 3 squares and dazed (save ends).		
Alignment Evil	**Languages** Draconic	
Str 22 (+10)	**Dex** 17 (+7)	**Wis** 11 (+4)
Con 19 (+8)	**Int** 7 (+2)	**Cha** 12 (+5)

Bone Mongrel Dracolich Lore

A character knows the following information with a successful Religion check.

DC 20: The evil ritual that creates this creature requires the bones of several dead dragons. When the ritual is complete, the disparate parts are transformed into a malevolent skeletal monstrosity. The creature hates its mockery of life but, owing to the ritual's evil nature, cannot end its own animation.

DC 25: A bone mongrel's phylactery takes the form of a skeletal portion of a dragon incorporated into the dracolich, such as a tail section.

Bone Mongrel Dracolich Tactics

A bone mongrel enters combat with a blast of its *breath weapon*. It then moves into melee range, spending an action point to attack with *flensing teeth*.

Bone mongrel dracoliches fight until destroyed—they do not wish to prolong their wretched existence.

Stoneborn Dracolich

Sometimes when a dragon dies, its body comes to rest at the bottom of a lake or a slow-moving river. The corpse is covered over and protected by silt, dirt, and loose rock, slowing the natural process of decay. Over vast periods of time, the bone is replaced by stone-hard mineral.

Unlike other fossilized remains, the decaying forms of dragons still retain a spark of magic. When such bones are uncovered, they can spontaneously arise as stoneborn dracoliches. Occasionally sorcerers raise the bones by inscribing them with necromantic sigils.

A stoneborn dracolich is a skeletal creature composed of petrified bone. Parts of it are still partially imprisoned in rock, yet it moves, albeit stiffly. The dragon's skeletal wings are partially broken and chipped, and its tail ends in a crude block of stone.

Stoneborn Dracolich	**Level 11 Solo Soldier**
Large natural magical beast (dragon, undead)	XP 3,000
Initiative +8	**Senses** Perception +13; darkvision
Grasping Stone aura 5; any enemy that starts its turn within the aura is slowed (save ends).	
HP 545; **Bloodied** 272; see also *bloodied breath*	
AC 28; **Fortitude** 25, **Reflex** 23, **Will** 24	
Immune disease, fear, poison; **Resist** 30 necrotic; **Vulnerable** 5 all	
Saving Throws +5	
Speed 6, fly 6 (clumsy)	
Action Points 2	
⊕ **Bite** (standard; at-will)	
Reach 2; +18 vs. AC; 2d6 + 6 damage, and the target is marked until the end of the stoneborn dracolich's next turn.	
⊕ **Stone Fury** (standard; at-will)	
The stoneborn dracolich makes a bite attack and a tail sweep attack.	
✧ **Bone Shard Splinters** (immediate reaction, when the dracolich takes damage; at-will)	
Close burst 3; +20 vs. AC; 2d6 + 6 damage.	
✧ **Breath Weapon** (standard; recharge ⚄ ⚅) ✦ **Necrotic**	
Close blast 5; +17 vs. Reflex; 2d8 + 4 necrotic damage, and the target is immobilized (save ends). *Each Failed Saving Throw:* The target takes 10 damage.	
✧ **Bloodied Breath** (free, when first bloodied; encounter) ✦ **Necrotic**	
The stoneborn dracolich's *breath weapon* recharges, and the dracolich uses it immediately.	
✧ **Frightful Presence** (standard; encounter) ✦ **Fear**	
Close burst 10; targets enemies; +17 vs. Will; the target is stunned until the end of the stoneborn dracolich's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).	
✧ **Tail Sweep** (standard; at-will)	
Close burst 2; +18 vs. AC; 1d8 + 6 damage, and the target is knocked prone.	
Alignment Evil	**Languages** Draconic
Skills Arcana +12, Intimidate +12	
Str 27 (+13)	**Dex** 13 (+6) **Wis** 17 (+8)
Con 13 (+6)	**Int** 14 (+7) **Cha** 14 (+7)

Stoneborn Dracolich Lore

A character knows the following information with a successful Religion check.

DC 20: Stoneborn dracoliches arise spontaneously when their remains are uncovered, or when a nearby powerful magical event triggers the animation of the long-quiescent bones.

DC 30: A necromantic ritual exists to rouse a collection of fossilized dragon bones, turning them into a stoneborn dracolich. As with other kinds of dracoliches, only the original creator can influence the actions of a stoneborn dracolich while possessing its phylactery—others who later gain the phylactery have no power over it. A stoneborn's phylactery takes the form of a petrified tooth or claw removed from the dragon's remains.

DC 35: Stoneborn dracoliches possess memories of events going back thousands of years. They might know the names of primordials, remember the locations of great cities of long-vanished civilizations, and be concerned with momentous events long ago concluded (or no longer known).

Stoneborn Dracolich Tactics

A stoneborn dracolich begins combat with its *breath weapon*, pinning its foes with stony splinters. It then spends an action point to use *frightful presence* and *stone fury* to overwhelm its enemies.

The dracolich's most potent weapon punishes those that dare to attack it in melee. Whenever it suffers an injury, the bone and rock of its body explode outward, slicing through nearby foes. Thus, defeating one of these monsters can dearly cost its attackers.

Icewrought Dracolich

When cold winds blow from the glaciers and winter's breath is especially chill, the night is filled with howling, freezing cries. Sometimes these are the hunting calls of an icewrought dracolich.

This creature looks like a curling, frothing ocean wave that froze solid at the point of crashing onto rocky cliffs. The icy form has a vague likeness to that of a skeletal dragon, taking clear shape when it suddenly unfurls its wings. In its frost skull glow eyes of iceberg blue.

Icewrought Dracolich Lore

A character knows the following information with a successful Religion check.

DC 20: When a white dragon grows close to death, it might seek the Heart of Absolute Winter, which is either a location or a ritual, depending on which tome or sage one consults. A full year later, an icewrought dracolich emerges in the midst of a howling winter storm. White dragons might do this because they have one or more clutches of eggs yet

Icewrought Dracolich	Level 16 Solo Controller
Large natural magical beast (cold, dragon, undead)	XP 7,000

Initiative +14 **Senses** Perception +17; darkvision
Winter's Wrath (Cold) aura 5; any enemy within the aura has its cold resistance negated.
HP 805; **Bloodied** 402; see also *bloodied breath*
AC 34; **Fortitude** 31, **Reflex** 30, **Will** 29
Immune disease, fear, poison; **Resist** 30 necrotic; **Vulnerable** 10 fire, 10 radiant
Saving Throws +5
Speed 8, fly 10 (clumsy)
Action Points 2

Claw (standard; at-will) ✦ **Cold, Necrotic**
Reach 2; +21 vs. AC; 2d6 + 6 cold and necrotic damage, and the target is immobilized (save ends).

Frigid Blast (standard; at-will) ✦ **Cold**
Ranged 5; +19 vs. Fortitude; the target is immobilized and takes ongoing 10 cold damage (save ends). *Aftereffect:* The target is slowed (save ends).

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Cold, Necrotic**
Close blast 5; +21 vs. Fortitude; 2d8 + 7 cold and necrotic damage, and the target is encased in ice (until escape). While encased, the target is dazed and cannot attack or take any actions other than attempt to escape. It can attempt to escape as a standard action (DC 24 Strength check). An encased target automatically escapes if it takes 20 or more damage.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Cold, Necrotic**
The icewrought dracolich's *breath weapon* recharges, and the dracolich uses it immediately.

Deadly Chill (standard; at-will) ✦ **Necrotic**
Close burst 5; automatically hits immobilized or slowed enemies; 3d6 + 10 necrotic damage.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +22 vs. Will; the target is stunned until the end of the icewrought dracolich's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil **Languages** Draconic
Skills Endurance +20, Stealth +24

Str 26 (+16)	**Dex** 22 (+14)	**Wis** 18 (+12)
Con 25 (+15)	**Int** 17 (+11)	**Cha** 16 (+11)

unhatched, and at the end of their lives, they suddenly grow concerned about their progeny.

DC 25: An icewrought dracolich can call up the power of a blizzard, and its presence can strip away a creature's cold resistance.

Icewrought Dracolich Tactics

An icewrought dracolich likes to pounce from close up on prey that failed to notice its icy form, camouflaged by snow. It uses *frightful presence* first and then spends an action point to unleash its *breath weapon* and trap as many targets as possible. Thereafter, it slashes with its claws at foes who are not yet trapped, trying to freeze them in place. It then uses *deadly chill* to destroy immobilized targets.

Dreambreath Dracolich

Sometimes a dragon interested in prolonging its existence discovers a way to forsake the physical limitations of animate bone and rotting wings. Dreambreath dracoliches have learned how to project a permanent dream of themselves into the waking world, where they can stalk prey through both nightmare and reality forever.

A pale white luminescence leaks from the translucent form of this skeletal dragon, and vapor swirls within its rib cage. Its wings stretch wider than seems possible, and across that blank black canvas the last remaining stars of a dying world sputter and wink.

Dreambreath Dracolich	Level 19 Solo Controller
Huge natural magical beast (dragon, undead)	XP 12,000

Initiative +13 **Senses** Perception +13; darkvision
Nightmare (Charm) aura 5; any sleeping creature that starts its turn within the aura stands as a free action and slides 5 squares.
HP 905; **Bloodied** 452; see also *bloodied breath*
AC 36; **Fortitude** 34, **Reflex** 33, **Will** 35
Immune disease, fear, poison; **Resist** 30 necrotic; **Vulnerable** 10 radiant
Saving Throws +5
Speed 8, fly 10 (clumsy); see *nightmare walk*
Action Points 2

Bite (standard; at-will)
Reach 3; +24 vs. AC; 2d8 + 8 damage.

Nightmare Fury (standard; at-will)
The dracolich makes a bite attack against each of two different targets.

Nightmare Gaze (immediate interrupt, when an enemy attacks the dreambreath dracolich; at-will) ✦ **Fear, Gaze, Psychic**
The dreambreath dracolich fixes the triggering enemy with its gaze; ranged 10; +24 vs. Will; 2d6 + 6 psychic damage, and the target makes a melee or ranged basic attack (dragon's choice) as a free action against a randomly chosen adjacent ally.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Psychic, Sleep**
Close blast 5; +24 vs. Will; the target falls unconscious (save ends). *Each Failed Saving Throw:* The target takes 10 psychic damage and loses its lowest-level, unused encounter power until the end of the encounter.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic, Sleep**
The dreambreath dracolich's *breath weapon* recharges, and the dracolich uses it immediately.

Nightmare Presence (standard; encounter) ✦ **Fear, Sleep**
Close burst 10; targets enemies; +24 vs. Will; the target is immobilized (save ends). *First Failed Saving Throw:* The target falls unconscious (save ends).

Nightmare Roar (standard; recharge ⚃ ⚄ ⚅) ✦ **Fear, Psychic**
Close burst 5; +24 vs. Will; 2d8 + 8 psychic damage, and the target is pushed 5 squares and is dazed (save ends).

Nightmare Walk (move; at-will)
The dreambreath dracolich moves up to its speed. It gains the insubstantial and phasing qualities during this move.

Alignment Evil **Languages** Draconic
Skills Arcana +19, Insight +18, Intimidate +19

Str 22 (+15)	**Dex** 19 (+13)	**Wis** 18 (+13)
Con 21 (+14)	**Int** 20 (+14)	**Cha** 20 (+14)

TOMAS GIORELLO

Dreambreath Dracolich Lore

A character knows the following information with a successful Religion check.

DC 30: A formless psychic realm exists that is called various things in different places but is most often known as Dream. Here dreams cavort, heedless of the waking world—but not always. Most fade into obscurity, but their echoes resonate forever throughout Dream, giving rise to countless variations. The remnants of particularly vile dreams sometimes latch onto the dying wish of a dragon (possibly enabled through a ritual). From this union a dreambreath dracolich is born.

DC 35: A dreambreath dracolich can walk through the dreamscapes of living creatures, emerging to torment and kill. Those who move past such shallow entertainment seek to find the heart of Dream, where they believe the secrets of creation might yet lie.

Dreambreath Dracolich Tactics

A dreambreath dracolich surprises victims, approaching with *nightmare walk* and then covering them with its sleep-inducing *breath weapon*. It then enters melee, spending an action point to use *nightmare presence* and then *nightmare roar* to drive away foes that have not succumbed to its initial attack. It then plays a game of cat and mouse, seeking to pounce on sleeping enemies while keeping active foes away.

If hard pressed, the dreambreath dracolich uses *nightmare walk* to slip away, rejoining the fight after its foes drop their guard. It hoards its final action point for a tactical retreat.

Encounter Groups

Bone mongrel dracoliches are encountered with other undead. Stoneborn dracoliches linger alone in desolate locations, but sometimes they gather lesser creatures to serve their ancient agendas. An icewrought dracolich is rarely found among other creatures, except when tribes of the ice offer it tribute. However, icewrought dracoliches have a strange affinity for white wyrmlings. The coming of a dreambreath dracolich is foretold in a dream. Dreambreath dracoliches ally with aberrant creatures or with beings that have similar powers over sleep.

Level 7 Encounter (XP 1,525)
- 1 bone mongrel dracolich (level 8 elite brute)
- 1 corruption corpse (level 4 artillery, *MM* 274)
- 1 deathlock wight (level 4 controller, *MM* 262)
- 1 specter (level 4 lurker, *MM* 244)
- 2 skeletons (level 3 soldier, *MM* 234)

Level 13 Encounter (XP 3,950)
- 1 stoneborn dracolich (level 11 solo soldier)
- 1 eladrin twilight incanter (level 8 controller, *MM* 102)
- 2 eladrin fey knights (level 7 soldier, *MM* 102)

Level 16 Encounter (XP 7,800)
- 1 icewrought dracolich (level 16 solo controller)
- 4 white dragon wyrmlings (level 1 elite brute, page 187)

Level 19 Encounter (XP 13,000)
- 1 dreambreath dracolich (level 19 solo controller)
- 1 night hag (level 14 lurker, *MM* 151)

Draconic Wraith

A draconic wraith is the vilest portion of a dragon's soul, which sometimes lingers beyond death. A community or an adventuring party might celebrate the death of an evil dragon—only to learn that the terror has not yet ended.

Draconic Wraith Lore

A character knows the following information with a successful Religion check.

DC 25: A draconic wraith is the same sort of being as a humanoid wraith: a spirit infused with the essence of the Shadowfell.

DC 35: Draconic wraiths are either born from the Shadowfell or created by other draconic wraiths. Rarely does a humanoid wraith kill a dragon, and a wyrm so slain normally cannot rise as a wraith. Humanoids slain by draconic wraiths can, however, rise as wraiths themselves. Powerful rituals do exist

to create draconic wraiths, but they are known only to the greatest necromancers.

Wyrm-Wisp

A wyrm-wisp is the slightest manifestation of draconic evil. Its hound-sized shape, little more than shadows and streaks of darkness, whips swiftly through the air.

Wyrm-Wisp **Level 4 Skirmisher**
Small shadow magical beast (dragon, undead) XP 175

Initiative +8 **Senses** Perception +3; darkvision
HP 40; **Bloodied** 20
Regeneration 5 (if the wyrm-wisp takes radiant damage, regeneration does not function on its next turn)
AC 17; **Fortitude** 14, **Reflex** 17, **Will** 14
Immune disease, poison; **Resist** 10 necrotic; insubstantial
Speed fly 8 (hover); phasing; see also *death dive*

Shadow Bite (standard; at-will) ✦ **Necrotic**
+7 vs. Reflex; 1d10 + 4 necrotic damage, and the target is weakened (save ends).

Combat Advantage ✦ **Necrotic**
The wyrm-wisp deals 1d6 extra necrotic damage against any target it has combat advantage against.

Death Dive (move, encounter) ✦ **Necrotic**
The wyrm-wisp shifts 6 squares. If it enters the space of another creature, that creature takes 1d6 necrotic damage and is weakened until the end of the wyrm-wisp's next turn.

Spawn Wraith
Any humanoid creature killed by a wyrm-wisp rises as a free-willed wraith at the start of its creator's next turn; a dragon instead rises as a wyrm-wisp. The new wraith appears in the space where it died or in the nearest unoccupied space. Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

Alignment Chaotic evil **Languages** Draconic
Skills Stealth +11
Str 10 (+2) **Dex** 19 (+6) **Wis** 12 (+3)
Con 13 (+3) **Int** 6 (+0) **Cha** 10 (+2)

Wyrm-Wisp Tactics

A wyrm-wisp strikes from darkness, making use of *death dive* to attack and weaken foes and to gain combat advantage. It then uses its shadow bite to attack its chosen enemy.

Soulgrinder

Darkness made manifest, shadow given hunger, a soulgrinder is an enormous draconic entity of pure darkness.

Soulgrinder **Level 28 Solo Controller**
Huge shadow magical beast (dragon, undead) XP 65,000

Initiative +24 **Senses** Perception +21; darkvision
Death Wish (**Charm, Necrotic**) aura 3; creatures in the aura cannot spend healing surges. Any creature within the aura at the start of the soulgrinder's turn is pulled 1 square.
HP 957; **Bloodied** 478; see also *vengeance from beyond*
Regeneration 20 (if the soulgrinder takes radiant damage, regeneration does not function on its next turn)
AC 46; **Fortitude** 40, **Reflex** 44, **Will** 41
Immune disease, poison; **Resist** 20 necrotic; insubstantial; **Vulnerable** 10 radiant (see also *regeneration*)
Saving Throws +5
Speed fly 10 (hover); phasing; see also *shadow glide*
Action Points 2

Shadow Bite (standard; at-will) ✦ **Necrotic**
Reach 3; +32 vs. Reflex; 3d8 + 10 necrotic damage, and the target takes ongoing 10 necrotic damage and cannot spend a healing surge (save ends both).

Death's Maw (standard; at-will) ✦ **Necrotic**
The soulgrinder makes a shadow bite attack against each of three different targets.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Close blast 10; +32 vs. Fortitude; 4d8 + 8 necrotic damage, and the target takes ongoing 10 necrotic damage and cannot spend a healing surge (save ends both). A target that is already taking ongoing necrotic damage also loses two healing surges. *Miss:* Half damage, and a target taking ongoing necrotic damage loses only one healing surge.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Necrotic**
The soulgrinder's *breath weapon* recharges, and the soulgrinder uses it immediately.

Vengeance from Beyond (when the soulgrinder is reduced to 0 hit points; at-will) ✦ **Necrotic**
Close burst 5; +32 vs. Fortitude; 4d8 + 8 necrotic damage, and the target loses two healing surges. *Miss:* No damage, and the target loses one healing surge.

Shadow Glide (move; encounter)
The soulgrinder shifts 6 squares.

Spawn Wraith
Any humanoid creature killed by a soulgrinder rises as a free-willed wraith at the start of its creator's next turn; a dragon instead rises as a soulgrinder. The new wraith appears in the space where it died or in the nearest unoccupied space. Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

Alignment Chaotic evil **Languages** Common, Draconic
Skills Stealth +29
Str 23 (+20) **Dex** 30 (+24) **Wis** 25 (+21)
Con 23 (+20) **Int** 12 (+15) **Cha** 26 (+22)

WARREN MAHY

Soulgrinder Tactics

A soulgrinder attacks multiple targets with *death's maw*, then spends an action point to blast its reeling enemies with its *breath weapon* to further strip their ability to recover. It continues to devastate foes with its melee attacks.

Encounter Groups

Draconic wraiths haunt Shadowfell-tainted areas, but they can also arise wherever a truly evil dragon has been slain. (In this sense, they are more like ghosts than wraiths.) Free-willed dracoliches of great power can learn to create draconic wraith servants.

Level 19 Encounter (XP 12,800)

- 1 dracolich (level 18 solo controller, *MM* 72)
- 8 wyrm-wisps (level 4 skirmisher)

Draconic Zombie

Draconic zombies are ponderous masses of dead flesh and armored scales, nearly mindless but wholly malicious.

Draconic zombies arise under the same circumstances as skeletal dragons (see page 207), either as necromantic creations or as the result of the Shadowfell's encroachment on the mortal world. Those without a master follow no instinct but to eat, and any living being they come across is food.

Draconic Zombie Lore

A character knows the following information with a successful Religion check.

DC 25: A draconic zombie sometimes makes sounds, even the occasional recognizable word, but such noises are entirely meaningless. The mindless horror is incapable of intelligible communication.

Winged Putrescence

This zombie's wings are in relatively good shape, showing only a bit of tattering. The rest of its body is slimy with rot.

Winged Putrescence	**Level 9 Elite Brute**
Large natural animate (dragon, undead)	XP 800
Initiative +4	**Senses** Perception +4; darkvision
Stench of Decay aura 2; any enemy within the aura takes a -2 penalty to attack rolls.	
HP 240; **Bloodied** 120	
AC 23; **Fortitude** 25, **Reflex** 19, **Will** 19	
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 20 against critical hits; radiant (a winged putrescence that takes radiant damage is dazed [save ends])	
Saving Throws +2	
Speed 6, fly 4 (clumsy)	
Action Points 1	
Claw (standard; sustain standard; at-will)	
Reach 2; +12 vs. AC; 4d4 + 6 damage, and a Large or larger target is grabbed and immobilized (both until escape). When the winged putrescence sustains the grab, it deals 4d4 + 6 damage to the target. It can't make other attacks while grabbing a target.	
Wing Beat (standard; recharge ⚅ ⚄ ⚃)	
Close burst 3; +10 vs. Fortitude; 2d6 + 6 damage, and the target is pushed 1 square and knocked prone.	
Putrid Blast (minor; recharge ⚄ ⚃) ✦ **Acid, Necrotic**	
Close blast 5; +10 vs. Reflex; 3d6 + 6 damage, and the target is immobilized and takes ongoing 10 acid and necrotic damage (save ends both).	
Alignment Unaligned	**Languages** –
Str 22 (+10)	**Dex** 10 (+4) **Wis** 10 (+4)
Con 20 (+9)	**Int** 1 (-1) **Cha** 3 (+0)

Winged Putrescence Tactics

A winged putrescence attacks relentlessly, grabbing an opponent with its claws and blowing away others with *wing beat* or showering them with *putrid blast* whenever possible while it finishes off its prey. It is too dim to retreat.

Rotclaw

This shambling draconic corpse looks as though it might fall apart at any moment.

Rotclaw	**Level 11 Brute**
Large natural animate (dragon, undead)	XP 600
Initiative +6	**Senses** Perception +6; darkvision
HP 138; **Bloodied** 69	
AC 23; **Fortitude** 25, **Reflex** 20, **Will** 20	
Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 20 against critical hits; radiant (a rotclaw that takes radiant damage is dazed [save ends])	
Speed 6, climb 5	
Bite (standard; sustain standard; at-will)	
Reach 2; +14 vs. AC; 3d6 + 6 damage.	
Bullying Charge (standard; recharge ⚄ ⚃)	
The rotclaw makes a charge attack; +15 vs. AC; 4d6 + 6 damage, and the target is knocked prone.	
Eat the Fallen	
If the rotclaw is adjacent to a prone enemy, the creature becomes immobilized and cannot attack any target other than a prone enemy. It gains a +2 bonus to attack rolls against a prone target (in addition to any bonus for combat advantage).	
Alignment Unaligned	**Languages** –
Str 22 (+11)	**Dex** 12 (+6) **Wis** 13 (+6)
Con 18 (+9)	**Int** 1 (+0) **Cha** 6 (+3)

Rotclaw Tactics

A rotclaw begins its attack with a *bullying charge* to knock an opponent prone. It then begins to devour the fallen foe, ignoring all others while it gnaws at its meal.

Deathless Hunger

A dragon's body bloated to horrendous proportions totters on decayed and spindly legs. Its jaw hangs loosely, held by a few strips of leathery flesh, and the zombie's throat has expanded to nearly the diameter of its torso.

Deathless Hunger **Level 17 Elite Soldier**
Huge natural animate (dragon, undead) XP 3,200
Initiative +11 **Senses** Perception +9; darkvision
HP 336; **Bloodied** 168
AC 34; **Fortitude** 32, **Reflex** 28, **Will** 29
Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 20 against critical hits; radiant (a deathless hunger that takes radiant damage is dazed [save ends])
Saving Throws +2
Speed 6
Action Points 1

Bite (standard; at-will)
Reach 3; +24 vs. AC; 2d8 + 8 damage, and a Medium or smaller target is grabbed (until escape). A deathless hunger cannot make bite attacks while grabbing a creature, but it can use *clamping jaws*.

Clamping Jaws (standard; at-will)
If a deathless hunger begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature; +24 vs. AC; 2d8 + 8 damage. *Miss:* Half damage.

Swallow (standard; at-will) ✦ **Acid**
The deathless hunger attempts to swallow a bloodied Medium or smaller creature it is grabbing; +22 vs. Fortitude; on a hit, the target is swallowed and restrained (no saving throw) and takes 10 damage plus 10 acid damage on subsequent rounds at the start of the deathless hunger's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the deathless hunger is destroyed, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the deathless hunger.

Blood Gout (standard; recharge when the deathless hunger swallows a creature) ✦ **Acid**
Area burst 2 within 10; +22 vs. Reflex; 2d6 + 7 acid damage, and the target is knocked prone and takes a -2 penalty to all defenses and ongoing 10 acid damage (save ends both).

Alignment Unaligned **Languages** –
Str 26 (+16) **Dex** 12 (+9) **Wis** 13 (+9)
Con 24 (+15) **Int** 1 (+3) **Cha** 6 (+6)

Deathless Hunger Tactics

A deathless hunger lunges at the nearest enemy and grabs onto it. It swallows a bloodied foe, spraying the others with a horrific gout of blood and digestive juices as it feeds on the hapless prey.

Rancid Tide

Gouts of liquefying flesh, pus, and other noxious fluids burst from this corpse as it oozes forward.

Rancid Tide **Level 23 Elite Artillery**
Gargantuan natural animate (dragon, undead) XP 10,200
Initiative +12 **Senses** Perception +13; darkvision
HP 340; **Bloodied** 170; see also *rancid flood*
AC 37; **Fortitude** 38, **Reflex** 35, **Will** 34
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 25 against critical hits; radiant (a rancid tide that takes radiant damage is dazed [save ends])
Saving Throws +2
Speed 8
Action Points 1

Bite (standard; at-will)
Reach 4; +29 vs. AC; 2d6 + 10 damage.

Black Bile Spittle (standard; at-will) ✦ **Necrotic**
Ranged 15; +28 vs. Reflex; 2d8 + 10 necrotic damage, and the target is weakened until the end of the rancid tide's next turn.

Unholy Tears (standard; at-will) ✦ **Necrotic**
Ranged 12; +30 vs. AC; 2d8 + 10 necrotic damage, and the target takes a -4 penalty to AC and Reflex defense (save ends).

Torrent of Terror (standard; at-will) ✦ **Necrotic**
The rancid tide makes a *black bile spittle* and an *unholy tears* attack, each against a different target.

Rancid Flood (free, when first bloodied; encounter) ✦ **Necrotic**
Close burst 5; +28 vs. Fortitude; 2d8 + 8 necrotic damage, and the target is pushed 3 squares.

Alignment Unaligned **Languages** –
Str 30 (+21) **Dex** 12 (+12) **Wis** 15 (+13)
Con 26 (+19) **Int** 1 (+6) **Cha** 8 (+10)

Rancid Tide Tactics

A rancid tide overwhelms its prey with spurts of disgusting corruption and doesn't stop until it or its enemies are destroyed.

Encounter Groups

Draconic zombies serve a master's ends or hunt in small groups for living prey.

Level 23 Encounter (XP 24,250)
- 1 deathpriest hierophant (level 21 elite controller, *MM* 209)
- 1 rancid tide (level 23 elite artillery)
- 6 abyssal ghoul myrmidons (level 23 minion, *MM* 119)

SKELETAL DRAGON

These nightmares of gaping sockets and flaking bones are far more than larger, fiercer versions of their humanoid counterparts. The innate magic of dragons remains infused in their bones. They retain enough native cunning, if not intelligence, to take advantage of terrain and surroundings during combat.

Skeletal dragons can arise from necromantic rituals or through the uncontrolled forces of the Shadowfell.

Skeletal Dragon Lore

A character knows the following information with a successful Religion check.

DC 25: Like other skeletons, skeletal dragons are incapable of meaningful vocalization. Dracoliches have been known to blend in with them, mimicking their silent and mindless gait to lure enemies into underestimating them.

DC 30: Only dracoliches and vampiric dragons regularly make use of skeletal dragons. Most dragons, except for the truly evil or perverse, find their presence as disturbing as humanoids do humanoid skeletons. A necromancer of another race is more likely to create a skeletal dragon than is a dragon.

Razortalon

Roughly the size of a warhorse, this skeletal dragon has oversized claws and teeth, jagged wing bones, and twisted ribs. As it moves, it seems to become nothing but points and edges of yellowed bone.

Razortalon	**Level 14 Soldier**
Large natural animate (dragon, undead)	XP 1,000
Initiative +17	**Senses** Perception +9; darkvision
HP 142; **Bloodied** 71	
AC 30; **Fortitude** 26, **Reflex** 27, **Will** 25	
Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 10 radiant	
Speed 8, climb 6	
(+) **Claw** (standard; at-will)	
Reach 2; +21 vs. AC; 2d8 + 8 damage.	
Talon Rip (standard; at-will)	
Reach 2; +21 vs. AC; 1d10 + 8 damage, and the target is immobilized and takes ongoing 5 damage (save ends both), and the dragon makes a secondary attack against the same target. *Secondary Attack:* Reach 2; +21 vs. AC; 1d10 + 8 damage, and the target is slowed and marked until the end of the razortalon's next turn.	
Alignment Unaligned	**Languages** –
Str 20 (+12)	**Dex** 26 (+15) **Wis** 14 (+9)
Con 22 (+13)	**Int** 3 (+3) **Cha** 7 (+5)

Razortalon Tactics

Without direction, a razortalon rushes into melee and lays about it with its fearsome, shredding attacks.

Bonespitter

A sleek skeleton of enormous size, the bonespitter lacks the knifelike fangs and decayed wing stubs of other draconic corpses. It clatters as it moves, the fangs and bone shards within it rattling around.

Bonespitter	**Level 16 Artillery**
Huge natural animate (dragon, undead)	XP 1,400
Initiative +16	**Senses** Perception +10; darkvision
HP 125; **Bloodied** 62	
AC 28; **Fortitude** 25, **Reflex** 26, **Will** 22	
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant	
Speed 10, climb 8	
(+) **Tail Slap** (standard; at-will)	
Reach 3; +23 vs. AC; 1d12 + 9 damage, and the target is pushed 2 squares.	
Bone Shard (standard; at-will)	
Ranged 20; +23 vs. AC; 2d6 + 6 damage, and the target is immobilized (save ends).	
Bone Storm (standard; recharge ⚅) ✦ **Teleportation**	
Close blast 10; +23 vs. AC; 3d10 + 6 damage, and the target is immobilized (save ends). The bonespitter can teleport to any square within the blast's area. *Miss:* Half damage, and the target is not immobilized.	
Alignment Unaligned	**Languages** –
Str 21 (+13)	**Dex** 27 (+16) **Wis** 15 (+10)
Con 23 (+14)	**Int** 3 (+4) **Cha** 8 (+7)

Bonespitter Tactics

The bonespitter prefers to fight at range, nailing its enemies to the walls or the ground with sprays of jagged bone fragments. It uses *bone storm* to regain an advantageous position if enemies close in.

TARA RUEPING

Siegewyrm

The largest of the draconic skeletons, a siegewyrm is made from the bones of mighty dragons. Its claws sink into the earth as it walks, causing bits of bone to jut forth at random intervals all around it. Any loose bones twitch as it passes, tugged as though by a macabre parody of magnetism.

Siegewyrm	**Level 21 Elite Controller**
Huge natural animate (dragon, undead)	XP 6,400
Initiative +17	**Senses** Perception +13; darkvision
Jagged Bones aura 3; any creature that enters the aura or starts its turn within the aura takes 10 damage. All creatures except the siegewyrm treat the area within the aura as difficult terrain.	
HP 410; **Bloodied** 205	
AC 36; **Fortitude** 34, **Reflex** 32, **Will** 30	
Immune disease, poison; **Resist** 25 necrotic; **Vulnerable** 10 radiant	
Saving Throws +2	
Speed 8	
Action Points 1	
⨭ **Bite** (standard; at-will)	
Reach 3; +26 vs. AC; 3d6 + 9 damage, and the target slides 2 squares.	
⨭ **Pinning Tail** (immediate interrupt, when an enemy targets the siegewyrm with a melee attack; encounter)	
The siegewyrm attacks the triggering enemy; reach 4; +26 vs. AC; 2d10 + 9 damage, and the target is knocked prone and is immobilized (save ends).	
⨭ **Marrow Sluice** (standard; recharge ⚅)	
The siegewyrm targets up to three creatures; the first target must be within 10 squares of the siegewyrm, the second target within 10 squares of the first, and the third target within 10 squares of the second; +25 vs. Reflex; 2d6 + 9 damage, and the target is pushed 4 squares and knocked prone. *Miss:* Half damage, and the target is not pushed.	
⨭ **Osseous Cage** (standard; encounter)	
Area burst 3 within 12; +25 vs. Reflex; 4d8 + 9 damage, and the target is restrained (save ends). *Miss:* Half damage, and the target is immobilized (save ends). *Aftereffect, on Hit Only:* The target is immobilized (save ends).	
Alignment Unaligned	**Languages** –
Str 23 (+16)	**Dex** 25 (+17)	**Wis** 17 (+13)
Con 29 (+19)	**Int** 3 (+6)	**Cha** 10 (+10)

Siegewyrm Tactics

The siegewyrm traps as many foes as possible in its *osseous cage*, then moves up close enough to encompass them in its *jagged bones* aura. Then it pounds them with *marrow sluice* as often as it can.

Encounter Groups

Skeletal dragons serve either as guardians for great valuables and important sites, or as living weapons. Lacking a master, they are aware enough to act on their own. Like humanoid skeletons, they lack any sense of self-preservation and follow orders (or pursue potential prey) until destroyed.

Level 14 Encounter (XP 5,200)
- 1 razortalon (level 14 soldier)
- 2 abyssal ghouls (level 16 skirmisher, *MM* 118)
- 1 bodak skulk (level 16 lurker, *MM* 36)

Level 20 Encounter (XP 14,800)
- 1 siegewyrm (level 21 elite controller)
- 1 nightwalker (level 20 elite brute, *MM* 197)
- 1 rot harbinger (level 20 soldier, *MM* 223)

Vampiric Dragon

The most feared undead transcend human form. Dragon vampires hunt the night, too.

Vampiric Dragon Lore

A character knows the following information with a successful Religion check, as well as about vampires in general and vampire lords (*MM* 258). Everything true of vampire lords is also true of vampiric dragons, except when contradicted here.

DC 20: The only way to create a vampiric dragon is through the same dark ritual that creates a vampire lord. Sometimes, though, the victims of a vampiric dragon rise as spiritual undead such as ghosts and wraiths. Although that vampire has no direct control over such spawn, they are obedient and servile toward it.

DC 25: Vampiric dragons have no coffins. As long as they rest the necessary amount of time, the location doesn't matter.

Thief of Life

The thief of life drains its victims' essence with its breath, restoring its own vigor in the process. This vampiric dragon is nearly colorless, its scales sickly pale, yet its eyes gleam with youthful vigor.

Thief of Life	**Level 15 Solo Skirmisher**
Large natural magical beast (dragon, undead)	XP 6,000
Initiative +12	**Senses** Perception +16; darkvision
HP 730; **Bloodied** 365; see also *bloodied breath*	
Regeneration 15 (regeneration does not function while the thief of life is exposed to sunlight)	
AC 33; **Fortitude** 31, **Reflex** 30, **Will** 30	
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant	
Saving Throws +5	
Speed 8, fly 8; see also *fly to feast*	
Action Points 2	
⨭ **Bite** (standard; at-will)	
Reach 2; +20 vs. AC; 2d8 + 7 damage, and the target takes ongoing 10 damage (save ends).	
⨭ **Claw** (standard; at-will)	
Reach 2; +20 vs. AC; 2d8 + 7 damage.	
⨭ **Hunger Frenzy** (standard; at-will)	
The thief of life makes a bite attack and two claw attacks. The claw attacks must target two different enemies.	

Compelling Gaze (immediate reaction, when en enemy attacks the thief of life; recharges when first bloodied) ✦ **Charm**
Ranged 10; +18 vs. Will; the triggering enemy is dazed and is pulled 5 squares at the start of its turn (save ends both). This attack does not provoke opportunity attacks.

Breath Weapon (standard; encounter) ✦ **Healing**
Close blast 5; +18 vs. Reflex (+20 against bloodied targets); 2d8+6 damage, and the thief of life regains 30 hit points. It regains only 30 hit points regardless of how many targets are hit. *Miss:* Half damage, and the thief of life does not regain hit points.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Healing**
The thief of life's *breath weapon* recharges, and the thief of life uses it immediately.

Fly to Feast (move; at-will) ✦ **Teleportation**
The thief of life teleports 20 squares. It must end its move adjacent to a bloodied enemy.

Mist Form (standard; encounter) ✦ **Polymorph**
The thief of life becomes insubstantial but cannot make attacks. It can remain in mist form for up to 1 hour or end the effect as a minor action.

Alignment Evil **Languages** Common, Draconic
Skills Nature +16, Stealth +15
Str 24 (+14) **Dex** 17 (+10) **Wis** 18 (+11)
Con 20 (+12) **Int** 17 (+10) **Cha** 16 (+10)

Thief of Life Tactics

The thief of life dominates the most dangerous-looking enemy and then rips into several foes with its *hunger frenzy*. It then uses its *breath weapon* to further harm the group, healing any damage it has taken. At that point, it teleports adjacent to the most injured enemy and snatches it up to fly away and feast in private.

Bloodwind

This ravenous vampiric dragon can ride its own exsanguinating *breath weapon* to wreak havoc among its victims. A bloodwind looks diseased: Its scales still boast the vivid hues of a living dragon, but the membranes of its wings and its gums are flaking and necrotic, a maggoty gray.

Bloodwind **Level 23 Solo Lurker**
Huge natural magical beast (dragon, undead) XP 25,500
Initiative +20 **Senses** Perception +22; darkvision
HP 800; **Bloodied** 400; see also *bloodied breath* and *repelling gaze*
Regeneration 20 (regeneration does not function while the bloodwind is exposed to sunlight)
AC 41; **Fortitude** 39, **Reflex** 38, **Will** 38
Immune disease, poison; **Resist** 30 necrotic; **Vulnerable** 15 radiant
Saving Throws +5
Speed 10, fly 12
Action Points 2

Bite (standard; at-will)
Reach 3; +28 vs. AC; 3d10 + 9 damage.

Claw (standard; at-will)
Reach 3; +28 vs. AC; 3d8 + 9 damage.

Hunger Frenzy (standard; at-will)
The bloodwind makes a bite attack and two claw attacks. The claw attacks must target two different enemies.

Breath Weapon (standard; encounter) ✦ **Necrotic**
The bloodwind targets up to three creatures; the first target must be within 10 squares of the bloodwind, the second target within 10 squares of the first, and the third target within 10 squares of the second; +26 vs. Fortitude; 4d8 + 7 necrotic damage, and the target is weakened (save ends). *Miss:* Half damage, and the target is not weakened. This attack does not provoke opportunity attacks. See also *breath leap*.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Necrotic**
The bloodwind's *breath weapon* recharges, and the bloodwind uses it immediately.

Repelling Gaze (immediate reaction, when an enemy attacks the bloodwind; recharges when first bloodied) ✦ **Charm**
The bloodwind fixes the triggering enemy with its gaze; ranged 10; +26 vs. Will; the target is dazed and is pushed 2 squares at the start of its turn (save ends both). This attack does not provoke opportunity attacks.

Breath Leap (free, when the bloodwind uses its *breath weapon*; recharges when first bloodied) ✦ **Teleportation**
The bloodwind can teleport to any unoccupied space adjacent to one of the targets of its *breath weapon*, whether or not the attack hits.

Combat Advantage
If the bloodwind's bite attack hits a target it has combat advantage against, the target also takes ongoing 20 damage and is weakened (save ends both).

Shadowy Discorporation (move; recharge ⚅ ⚄ ⚃) ✦ **Illusion, Teleportation**
The bloodwind teleports 10 squares and becomes invisible until the end of its next turn.

Scent of Blood
The bloodwind automatically gains combat advantage against bloodied living creatures.

Alignment Evil **Languages** Common, Draconic
Skills Nature +22, Stealth +21
Str 29 (+20) **Dex** 21 (+16) **Wis** 22 (+17)
Con 24 (+18) **Int** 21 (+16) **Cha** 18 (+15)

Bloodwind Tactics

The bloodwind begins combat by unleashing its *breath weapon*, then moves to the best tactical position with *breath leap* (preferably gaining combat advantage). When it is attacked by a powerful enemy, it attempts to neutralize it with *repelling gaze*. Meanwhile, it lashes out with *hunger frenzy* against badly injured targets, using *shadowy discorporation* to maintain combat advantage.

Encounter Groups

Vampiric dragons, like living ones, prefer to lair alone. They keep their servants close—but not too close. Still, wise vampires acknowledge their weaknesses and keep guards around them when they sleep.

Level 16 Encounter (XP 7,500)
- 1 thief of life (level 15 solo skirmisher)
- 1 githyanki mindslicer (level 13 artillery, *MM* 128)
- 1 wailing ghost (level 12 controller, *MM* 128)

Other Creatures

This section presents a wide variety of monsters, all of which have some form of connection to dragonkind—even though many of them are completely unlike dragons in how they look and how they act.

Abishai

Denizens of Tiamat's fortress in Tytherion, the Endless Night, abishais are an immortal race of devillike fiends that serve the Dark Lady of Dragons as messengers, guardians, tempters, and heralds. Whether encountered in Tytherion, the Nine Hells, or skulking through the shadows of the mortal world, they work to sow the seeds of avarice in preparation for the coming war between the forces of darkness and those of light.

Many abishai breeds exist, each differentiated by its association with a particular aspect of Tiamat and chromatic dragons, which is outwardly manifested by the color of its scales and its personality. Although they vary in minor ways, all abishais have the same shape and general appearance. An abishai is a bipedal humanoid equipped with leathery wings and a long tail ending in a barbed stinger. A crown of horns emerges through the scaly skin of its brow, giving it a superficial resemblance to a gargoyle.

FRANZ VOHWINKEL

Abishai Lore

A character knows the following information with a successful Religion check.

DC 15: Abishais are Tiamat's immortal servants. They act as heralds, guardians, and occasionally spies. It's believed that one abishai variety exists for each of Tiamat's heads, though whispers of gray, purple, and others persist.

DC 20: Abishais use all sorts of underhanded tactics to get an edge. No one trusts them, especially not other abishais.

Wrack Abishai **Level 5 Lurker**
Medium immortal magical beast XP 200

Initiative +9 **Senses** Perception +2; low-light vision
HP 51; **Bloodied** 25
Regeneration 5
AC 19; **Fortitude** 17, **Reflex** 17, **Will** 18
Resist 5 acid
Speed 6, fly 6, overland flight 12

⨺ **Sting** (standard; at-will) ✦ **Acid**
+10 vs. AC; 2d6 + 3 acid damage; see also *deadly ambush*.

✧ **Acidic Burst** (standard; recharge ⚄ ⚅) ✦ **Acid**
Close burst 6; +8 vs. Fortitude; 1d6 + 4 acid damage, and the target is pushed 3 squares and blinded (save ends).

Shadow Meld (standard; at-will) ✦ **Illusion**
The wrack abishai turns invisible and moves 6 squares. It remains invisible until the end of its next turn.

Deadly Ambush
The wrack abishai deals 1d10 extra damage to a target that cannot see it, and that target is dazed (save ends).

Alignment Evil **Languages** Common, Draconic
Skills Stealth +10

Str 17 (+5)	**Dex** 16 (+5)	**Wis** 11 (+2)
Con 15 (+4)	**Int** 11 (+2)	**Cha** 19 (+6)

Wrack Abishai Tactics

A wrack abishai begins an attack by blasting its opponents with *acidic burst*, then closes to deliver its vicious sting, using *deadly ambush* against a blinded target. Wrack abishais use hit-and-run tactics, darting out to attack blinded foes, and retreating as their enemies recover. They turn invisible with *shadow meld* to use *deadly ambush* if unable to blind enemies.

Venomous Abishai **Level 6 Controller**
Medium immortal magical beast XP 250

Initiative +6 **Senses** Perception +4; low-light vision
HP 62; **Bloodied** 31
Regeneration 5
AC 21; **Fortitude** 18, **Reflex** 20, **Will** 19
Resist 5 poison
Speed 6, fly 8, overland flight 16

⨺ **Sting** (standard; at-will) ✦ **Poison**
+11 vs. AC; 2d4 + 3 damage, and the target takes ongoing 5 poison damage (save ends).

Eyes of the Dragon (minor; at-will) ✦ **Charm**
Ranged 10; +10 vs. Will; the target slides 2 squares.

Venom Cloud (standard; encounter) ✦ **Poison, Teleportation, Zone**
Close blast 3; the burst creates a zone filled with poisonous gas that lasts until the end of the encounter. Any creature that starts its turn in the zone takes 5 poison damage and is dazed until the end of its next turn. The zone is difficult terrain. The venomous abishai can teleport 3 squares as a move action, as long as it begins and ends this movement within the zone.

Alignment Evil **Languages** Common, Draconic
Skills Arcana +13, Bluff +12
Str 17 (+6) **Dex** 16 (+6) **Wis** 12 (+4)
Con 16 (+6) **Int** 20 (+8) **Cha** 19 (+7)

Venomous Abishai Tactics

A venomous abishai uses its *venom cloud* power to choke up the battlefield, slowing its enemies down so as to cluster them together, then flies in to sting them while they are disoriented. It employs *eyes of the dragon* to slide other enemies into the poisonous cloud.

Storm Abishai — Level 7 Artillery
Medium immortal magical beast — XP 300

Initiative +6 **Senses** Perception +9; low-light vision
HP 58; **Bloodied** 29
Regeneration 5
AC 20; **Fortitude** 19, **Reflex** 18, **Will** 19
Resist 5 lightning, 5 thunder
Speed 8, fly 6, overland flight 12

Sting (standard; at-will) ✦ **Lightning**
+14 vs. AC; 2d6 + 4 lightning damage.

Lightning Discharge (immediate reaction, when an enemy hits the abishai with a melee attack; encounter) ✦ **Lightning**
Close burst 1; +12 vs. Reflex; 1d6 + 5 lightning damage, and the triggering enemy is pushed 1 square and stunned until the end of its next turn.

Thunderbolt (standard; at-will) ✦ **Thunder**
Area burst 2 within 10; +10 vs. Reflex; 2d6 + 5 thunder damage.

Alignment Evil **Languages** Common, Draconic
Str 18 (+7) **Dex** 16 (+6) **Wis** 13 (+4)
Con 20 (+8) **Int** 11 (+3) **Cha** 21 (+8)

Storm Abishai Tactics

A storm abishai drops from above to unleash its *thunderbolts* while staying out of its enemies' reach. It uses its other attacks defensively, relying on *lightning discharge* to fling back foes who are too close.

Inferno Abishai — Level 8 Elite Soldier
Medium immortal magical beast — XP 700

Initiative +10 **Senses** Perception +6; low-light vision
Limned in Flames aura 2; while an inferno abishai is bloodied, any enemy that enters the aura or starts its turn within the aura take 5 fire damage.
HP 174; **Bloodied** 87
Regeneration 5
AC 26; **Fortitude** 23, **Reflex** 21, **Will** 21
Resist 5 fire
Saving Throws +2
Speed 8, fly 6 (hover)
Action Points 1

Claw (standard; at-will)
+15 vs. AC; 2d6 + 7 damage.

Binding Flames (immediate interrupt, when an adjacent enemy shifts; recharge ⚄ ⚄ ⚅) ✦ **Fire**
+13 vs. Reflex; 1d6 + 5 fire damage, and the inferno abishai shifts 1 square.

Claw Fury (standard; at-will)
The inferno abishai makes a claw attack against two different targets.

Sting (standard; recharge ⚄ ⚅) ✦ **Fire**
Reach 2; +15 vs. AC; 2d8 + 7 damage, and the target takes ongoing 5 fire damage (save ends).

Alignment Evil **Languages** Common, Draconic
Str 24 (+11) **Dex** 17 (+7) **Wis** 14 (+6)
Con 20 (+9) **Int** 12 (+5) **Cha** 21 (+9)

Inferno Abishai Tactics

An inferno abishai wades into the thick of battle, burning its foes as it lays about with its flaming sting and jagged claws. It uses *binding flames* to punish opponents that try to flee.

Encounter Groups

Wherever Tiamat has interests, abishais are bound to be nearby. These fiendish servants venture to the world, where they tempt mortals with promises of riches and offerings of service. Abishais are also common in the Nine Hells, working alongside the devils fighting among themselves or preparing for wars against others.

Level 10 Encounter (XP 2,600)
- 2 drow warriors (level 11 lurker, *MM* 94)
- 1 inferno abishai (level 8 elite soldier)
- 1 storm abishai (level 7 artillery)
- 2 wrack abishais (level 5 lurker)

Abishais in Hell

Legions of devils are imprisoned within the cavern-realm of the Nine Hells, bound to the ruined dominion of the deity they rebelled against. The immortal race of devil-like abishai are also found here, even though many of their kindred have escaped to Tytherion. Though many abishais who remain ultimately claim that their allegiance lies with the Dark Lady of Dragons, most encountered in Avernus, Dis, or other continents of Hell have more immediate commitments to see through. The Nine Hells are highly organized, and each devil has its place. Thus, abishais here serve devils who have not the least care for Tiamat. Many abishais in such roles serve as wardens and torturers, though a few might indeed secretly spy for Tiamat. If an abishai is discovered to have such a direct link to an external master, however, its devilish overlord makes short work of the traitor. Every devil has its place, and abishais that excel at the duties given them can be transformed into progressively more powerful forms through agonizing rituals.

Even dragons are not immune to parasitic infestation.

Hoard Scarab

Hoard scarabs feed off scraps from the dragon's meals and clean the wyrm's teeth and scales. They instinctively recognize the dragon as their provider and never attack it, but they are quick to feast upon the flesh of any other living being.

A hoard scarab has a dull gold carapace, and when its wings are closed and its legs tucked in, it resembles an oversized, malformed gold coin. The larvae are nearly impossible to tell apart from true coins—until they attack as a metallic, chiming wave.

Hoard Scarab Lore

A character knows the following information with a successful Nature check.

DC 10: Hoard scarabs hide in the treasure of dragons and other powerful monsters, attacking any other creature that comes too close. Dragons might seed their hoards with the creatures deliberately, using them to weaken or distract would-be thieves.

Some sages believe that hoard scarabs were deliberately bred as a security measure, perhaps by dragons.

DC 15: By adulthood the wings of hoard scarabs become useless, but larvae are capable of limited flight.

Hoard Scarab **Level 2 Skirmisher**
Small natural beast XP 125

Initiative +7 **Senses** Perception +2; tremorsense 4
HP 38; **Bloodied** 19
AC 16; **Fortitude** 14, **Reflex** 16, **Will** 12
Speed 8, burrow 4, climb 8
(+) **Piercing Bite** (standard; at-will)
+5 vs. Reflex; 1d8 + 4 damage, and the target is grabbed and takes ongoing 5 damage (both until escape). An attached hoard scarab doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.
Alignment Unaligned **Languages** –
Skills Stealth +5 (+10 amid gold coins or similar material)
Str 8 (+0) **Dex** 18 (+5) **Wis** 12 (+2)
Con 14 (+3) **Int** 1 (-4) **Cha** 9 (+0)

Hoard Scarab Tactics

A hoard scarab rests motionless among golden objects and waits for potential prey to come near, then lunges out to grab on and chew at its victim's flesh. It doesn't let go until it is slain or the victim manages to tear it off.

Hoard Scarab Larva Swarm **Level 7 Lurker**
Medium natural beast (swarm) XP 300

Initiative +13 **Senses** Perception +5; tremorsense 4
Swarm Attack aura 1; the hoard scarab swarm makes a *swarm of mandibles* attack as a free action against any enemy that starts its turn within the aura.
HP 51; **Bloodied** 25
AC 21; **Fortitude** 18, **Reflex** 19, **Will** 16
Resist half damage from melee and ranged attacks **Vulnerable** 5 against close and area attacks
Speed 8, burrow 4, fly 6 (maximum altitude 3)
(+) **Swarm of Mandibles** (standard; at-will)
+10 vs. Reflex; 1d6 + 1 damage, and the target takes ongoing 5 damage (save ends).
Combat Advantage
If the swarm has combat advantage against the target, the target is also blinded on a hit (save ends).
Alignment Unaligned **Languages** –
Skills Stealth +9 (+19 amid gold coins or similar material)
Str 8 (+2) **Dex** 22 (+9) **Wis** 15 (+5)
Con 19 (+7) **Int** 1 (-2) **Cha** 9 (+2)

Hoard Scarab Larva Swarm Tactics

A swarm hides in a dragon's treasure, emerging to surprise the nearest creature.

Encounter Groups

Because they are found within treasure, hoard scarabs are encountered in conjunction with the treasure's owner.

Level 8 Encounter (XP 1,800)
- 1 young blue dragon (level 6 solo artillery, *MM* 78)
- 1 hoard scarab larva swarm (level 7 lurker)
- 2 hoard scarabs (level 2 skirmisher)

Swarmtongue

Swarmtongues are repulsive, wormlike creatures that feed on the flesh of the largest and most dangerous monsters. They are instinctively drawn to dragons, whose elemental energy empowers them.

When it begins to feed, the beast stretches wide its horrific maw, disgorging a writhing, buzzing host of slime-covered grubs onto its prey. These are not separate creatures, but extensions of the swarmtongue's own digestive system that consume tiny portions of the prey's flesh. After it has slain its prey, it reabsorbs the grubs, along with the nutrients—and elemental power—they have consumed.

Swarmtongue Lore

A character knows the following information with a successful Dungeoneering check.

DC 15: Swarmtongue worms are deceptively large, as thick around a dwarf's broad chest, and twice as long. Swarmtongue hydras are not related to true hydras but are so named for their two heads.

DC 20: Swarmtongue hydras grow from swarmtongue worms, though not according to any fixed schedule.

DC 25: Sages speculate that swarmtongues resulted from an influx of Far Realm energy that bathed the body of a deceased dragon and warped the parasites feasting upon the corpse. A few suggest that the beasts are related to carrion crawlers.

DC 30: Swarmtongues' attacks cause little pain, allowing them to feast upon sleeping prey. They attack waking creatures only out of hunger or in defense of territory.

Swarmtongue Worm **Level 6 Skirmisher**
Medium aberrant beast (reptile) XP 250

Initiative +7 **Senses** Perception +7
HP 76; **Bloodied** 38
AC 20; **Fortitude** 19, **Reflex** 17, **Will** 18
Speed 8, burrow 4, climb 8

⊕ **Tongue Lash** (standard; at-will)
Reach 2; +11 vs. AC; 3d4 + 3 damage.

✧ **Consuming Grubs** (standard; encounter)
Close blast 3; +9 vs. Reflex; 2d4 + 2 damage, and the target takes ongoing 5 damage and is dazed (save ends both); see also *energy leech*.

Energy Leech ✦ see text
If a target hit by its *consuming grubs* has resistance to damage, the swarmtongue worm gains resist 5 against that type of damage and can transform the damage it deals from any attack into damage of that type. (if the target has multiple resistances, choose one.)

Analgesic Saliva
Damage from the swarmtongue worm's *tongue lash* and *consuming grubs* attacks does not wake creatures that are sleeping or have been rendered unconscious by a sleep effect.

Alignment Unaligned **Languages** –
Skills Stealth +10
Str 17 (+6) **Dex** 14 (+5) **Wis** 16 (+2)
Con 20 (+8) **Int** 2 (-1) **Cha** 7 (+1)

Swarmtongue Worm Tactics

A swarmtongue worm begins a battle with *consuming grubs* and then focuses on one of the creatures hit.

Swarmtongue Hydra **Level 13 Elite Skirmisher**
Medium aberrant beast (reptile) XP 1,600

Initiative +11 **Senses** Perception +10
HP 270; **Bloodied** 135
AC 29; **Fortitude** 29, **Reflex** 26, **Will** 27
Saving Throws +2
Speed 8, burrow 4, climb 8
Action Points 1

⊕ **Tongue Lash** (standard; at-will)
Reach 3; +18 vs. AC; 4d4 + 5 damage.

⸸ **Fierce Lashing** (standard; at-will)
The swarmtongue hydra makes three tongue lash attacks.

✧ **Consuming Grubs** (standard; usable twice per encounter)
Close blast 4; +16 vs. Reflex; the target takes ongoing 10 damage and is dazed (save ends both); see also *energy leech*.

Energy Leech ✦ see text
If a target hit by its *consuming grubs* has resistance to damage, the swarmtongue hydra gains resist 10 against that type of damage and can transform the damage it deals from any attack into damage of that type. (if the target has multiple resistances, choose one.)

✧ **Anesthetic Spray** (standard; encounter) ✦ **Sleep**
Close blast 4; +16 vs. Fortitude; the target falls unconscious (save ends).

Analgesic Saliva
Damage from the swarmtongue hydra's *tongue lash* and *consuming grubs* attacks does not wake creatures that are sleeping or have been rendered unconscious by a sleep effect.

Many-Headed
Each time the swarmtongue hydra becomes dazed or stunned, it instead loses one attack with its *fierce lashing* power on its next turn. Multiple such effects stack.

Alignment Unaligned **Languages** –
Skills Stealth +14
Str 20 (+11) **Dex** 17 (+9) **Wis** 19 (+10)
Con 23 (+12) **Int** 2 (+2) **Cha** 7 (+4)

Swarmtongue Hydra Tactics

The swarmtongue hydra relies on its *consuming grubs* power, although its two lashing tongues are dangerous in their own right. It starts combat with a blast of *anesthetic spray* to render foes unconscious, allowing it to consume them undisturbed.

Encounter Groups

Swarmtongues rarely cooperate with other creatures. However, a few beings have learned to use the parasites to their advantage, especially those who hunt dragons.

Level 13 Encounter (XP 4,000)
- ✦ 1 swarmtongue hydra (level 13 elite skirmisher)
- ✦ 4 drow warriors (level 11 lurker, *MM* 94)

JAMES ZHANG

Some dragonborn find Tiamat's allure too powerful to resist. Abandoning their honorable natures, they embrace the greed and jealousy common to all of Tiamat's servants. They are a force of destruction and wickedness, bent on perfecting their already formidable abilities at the expense of their souls.

Dragonborn who serve Tiamat decorate their armor and hides with her symbol, demonstrating their devotion, or wear cloaks of coins taken as plunder or from their service to tyrants.

These dragonborn supplement those presented in the *Monster Manual*.

Dragonborn Sellsword	**Level 2 Skirmisher**
Medium natural humanoid	XP 125
Initiative +6 **Senses** Perception +2	
HP 38; **Bloodied** 19; see also *dragonborn fury* and *tactical withdrawal*	
AC 16; **Fortitude** 13, **Reflex** 14, **Will** 14	
Resist 5 lightning	
Speed 6	
(+) **Battleaxe** (standard; at-will) ✦ **Weapon**	
+7 vs. AC (+8 while bloodied); 1d10 + 4 damage; see also *skirmish*.	
Overwhelming Strike (standard; encounter) ✦ **Weapon**	
Requires battleaxe; +7 vs. AC (+8 while bloodied); 1d10 + 4 damage, and the target grants combat advantage to the dragonborn sellsword until the end of the sellsword's next turn; see also *skirmish*.	
Dragon Breath (minor; encounter) ✦ **Lightning**	
Close blast 3; +5 vs. Reflex (+6 while bloodied); 1d6 + 2 lightning damage.	
Dragonborn Fury (only while bloodied)	
A dragonborn gains a +1 racial bonus to attack rolls.	
Skirmish +1d6	
If, on its turn, the dragonborn sellsword ends its move at least 4 squares away from its starting point, it deals 1d6 extra damage with its melee attacks until the start of its next turn.	
Tactical Withdrawal (immediate reaction, when first bloodied; encounter)	
The dragonborn sellsword shifts 3 squares.	
Alignment Evil **Languages** Common, Draconic	
Skills History +2, Intimidate +3	
Str 18 (+5) **Dex** 16 (+4) **Wis** 13 (+2)	
Con 14 (+3) **Int** 8 (+0) **Cha** 10 (+1)	
Equipment leather armor, battleaxe	

Dragonborn Sellsword Lore

A character knows the following information with a successful Nature check.

DC 20: Tiamat's dragonborn find work as simple mercenaries, disguising their true loyalty. When installed, they sow division in the ranks, turning their fellows toward the worship of their dark god.

Dragonborn Sellsword Tactics

A dragonborn sellsword spews its *dragon breath* as close to the start of battle as possible, when it can catch several enemies in the blast. It then moves about the battlefield, using *skirmish* to whittle down foes with cunning strikes of its axe.

Dragonborn Exemplar of Tiamat	**Level 7 Elite Soldier**
Medium natural humanoid	XP 600
Initiative +8 **Senses** Perception +9	
Dread (Fear) aura 1; any enemy within the aura takes a -2 penalty to attack rolls.	
HP 166; **Bloodied** 83; see also *dragonborn fury*	
AC 25; **Fortitude** 21, **Reflex** 18, **Will** 21	
Resist 5 poison	
Saving Throws +2	
Speed 5	
Action Points 1	
(+) **Greatsword** (standard; at-will) ✦ **Weapon**	
+14 vs. AC (+15 while bloodied); 1d10 + 6 damage, and the target is marked until the end of the exemplar's next turn.	
Battle Surge (standard; at-will) ✦ **Weapon**	
Requires greatsword; +14 vs. AC (+15 while bloodied); 1d10 + 6 damage, and the exemplar makes a secondary attack against a different target. *Secondary Attack:* The exemplar makes a basic attack. It shifts 1 square before or after making this attack.	
Vile Strike (standard; encounter) ✦ **Weapon**	
Requires greatsword; +14 vs. AC (+15 while bloodied); 2d10 + 6 damage, and the target takes ongoing 5 damage (save ends).	
Dragon Breath (minor; encounter) ✦ **Poison**	
Close blast 3; +12 vs. Reflex (+13 while bloodied); 2d6 + 6 poison damage.	
Dragonborn Fury (only while bloodied)	
A dragonborn gains a +1 racial bonus to attack rolls.	
Alignment Evil **Languages** Common, Draconic	
Skills History +5, Intimidate +14	
Str 16 (+10) **Dex** 22 (+13) **Wis** 17 (+10)	
Con 23 (+13) **Int** 18 (+11) **Cha** 14 (+19)	
Equipment scale armor, greatsword	

Exemplar of Tiamat Lore

A character knows the following information with a successful Nature check.

DC 25: An exemplar of Tiamat begins as a cultist but attains the god's favor by committing murder five times. These five acts must incorporate acid, cold, fire, lightning, and poison (one effect per murder), even if only symbolically.

Exemplar of Tiamat Tactics

Exemplars of Tiamat are filled with religious furor. They fling themselves at enemies, confident in the blessings of their god. *Battle surge* lets them attack on the move, punctuating their strikes with a well-placed use of *dragon breath*. An exemplar reserves *vile strike* for a finishing blow.

DEVON CADDY-LEE

Dragonborn Fire Adept	Level 15 Controller
Medium natural humanoid	XP 1,200

Initiative +13 **Senses** Perception +10
HP 151; **Bloodied** 75; see also *dragonborn fury* and *dragon breath*
AC 28; **Fortitude** 27, **Reflex** 27, **Will** 28
Resist 10 fire; **Vulnerable** 10 cold
Speed 6, fly 6 (clumsy)

⊕ **Claws** (standard; at-will) ✦ **Fire**
+19 vs. AC (+20 while bloodied); 1d6 + 6 fire damage.

Immolate (standard; recharge ⚁ ⚄ ⚅) ✦ **Fire**
Ranged 5; +18 vs. Fortitude (+19 while bloodied); 1d6 + 7 fire damage, and the target takes ongoing 5 fire damage and is slowed (save ends both).

Dragon Breath (minor; recharges when first bloodied) ✦ **Fire**
Close blast 5; +19 vs. Reflex (+20 while bloodied); 3d6 + 6 fire damage.

Fiery Denial (standard; sustain minor; recharge ⚄ ⚅) ✦ **Conjuration, Fire**
Area wall 5 within 10; +18 vs. Reflex (+19 while bloodied); 2d6 + 7 fire damage. *Miss:* Half damage. This power creates a wall of contiguous squares filled with arcane fire. The wall can be up to 8 squares long and 4 squares high and lasts until the end of the fire adept's next turn (sustain minor). Any creature that starts its turn adjacent to the wall takes 5 fire damage. If a creature moves into the wall's space or starts its turn there, it takes 10 fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.

Dragonborn Fury (only while bloodied)
A dragonborn gains a +1 racial bonus to attack rolls.

Shroud of Flame ✦ **Fire**
Any creature that makes a melee attack against a fire adept takes 5 fire damage.

Alignment Evil **Languages** Common, Draconic, Supernal
Skills Arcana +16, History +16, Intimidate +21
Str 16 (+10) **Dex** 22 (+13) **Wis** 17 (+10)
Con 23 (+13) **Int** 18 (+11) **Cha** 24 (+14)
Equipment hide armor

Dragonborn Fire Adept Lore

A character knows the following information with a successful Nature check.

DC 25: Fire adepts seek out red dragons to forge an unholy pact. In exchange for their loyal service, these dragonborn receive incredible power, channeling their draconic masters' fiery breath through their bodies.

Dragonborn Fire Adept Tactics

Fire adepts start by blasting enemies with *dragon breath* and then use *immolate* to continue punishing their foes at range. When it is engaged, a fire adept is loath to let its victims escape and cuts off retreat with *fiery denial*.

Dragonborn Bloodreaver	Level 17 Skirmisher
Medium natural humanoid	XP 1,600

Initiative +12 **Senses** Perception +11
HP 168; **Bloodied** 84; see also *dragonborn fury, bloodreaver wrath,* and *leap from the kill*
AC 32; **Fortitude** 30, **Reflex** 27, **Will** 28
Speed 5

⊕ **Bastard Sword** (standard; at-will) ✦ **Weapon**
+22 vs. AC (+23 while bloodied); 2d10 + 5 damage; see also *skirmish*.

Vicious Assault (standard; encounter) ✦ **Weapon**
Requires bastard sword; +22 vs. AC (+23 while bloodied); 2d10 + 5 damage, and the target is pushed 1 square and takes ongoing 5 damage (save ends); see also *skirmish*.

Bloodreaver Wrath (only while bloodied)
The dragonborn bloodreaver gains regeneration 10.

Dragonborn Fury (only while bloodied)
A dragonborn gains a +1 racial bonus to attack rolls.

Leap from the Kill (free, when the bloodreaver hits with a melee attack during its turn; recharges when first bloodied)
The dragonborn bloodreaver shifts 3 squares.

Skirmish +2d6
If, on its turn, the dragonborn bloodreaver ends its move at least 4 squares away from its starting point, it deals 2d6 extra damage with its melee attacks until the start of its next turn.

Alignment Evil **Languages** Common, Draconic
Skills History +11, Intimidate +12
Str 21 (+13) **Dex** 14 (+10) **Wis** 17 (+11)
Con 24 (+15) **Int** 13 (+9) **Cha** 14 (+10)
Equipment scale armor, heavy shield, bastard sword

Dragonborn Bloodreaver Lore

A character knows the following information with a successful Nature check.

DC 25: Bloodreavers are the elite mercenaries among Tiamat's dragonborn. They ride dragonspawn steeds into battle but leap from their mounts to indulge their bloodlust in hand-to-hand combat.

Dragonborn Bloodreaver Tactics

Bloodreavers carve their way through their opponents, using *vicious assault* to beat down a foe

(preferably dealing extra damage with *skirmish*). After a bloodreaver kills its target, it leaps to the next, howling with fury.

Dragonborn Warmaster Level 23 Elite Soldier (Leader)
Medium natural humanoid XP 10,200

Initiative +14 **Senses** Perception +13
Battle Tide aura 6; any ally that starts its turn within the aura gains +2 speed until the start of its next turn.
HP 432; **Bloodied** 216; see also *dragonborn fury* and *to me!*
AC 41; **Fortitude** 38, **Reflex** 37, **Will** 37
Saving Throws +2
Speed 5, fly 8 (clumsy)
Action Points 1

Falchion (standard; at-will) ✦ **Weapon**
+30 vs. AC (+31 while bloodied); 4d4 + 9 damage (crit 4d4 + 25).

Single Out (standard; at-will) ✦ **Weapon**
Requires falchion; +30 vs. AC (+31 while bloodied); 4d4 + 9 damage, and allies of the warmaster gain a +2 bonus to attack rolls and damage rolls made against the target until the start of the warmaster's next turn.

Superior Tactics (minor; at-will)
Ranged 6; an ally within range shifts 1 square.

Tiamat's Will (standard; encounter)
Ranged 10; recharge the *breath weapon* of a dragon or dragonborn.

Dragon Breath (minor; encounter) ✦ **Acid, Cold, Fire, Lightning,** or **Poison**
Close blast 10; +28 vs. Reflex (+29 while bloodied); 3d8 + 9 damage of one of the following types: acid, cold, fire, lightning, or poison (choose one type per use).

To Me! (immediate reaction, when first bloodied; encounter)
Close burst 10; allies within the burst can shift 2 squares toward the warmaster.

Chromatic Boon (immediate interrupt, when en enemy attacks the warmaster; encounter) ✦ **Acid, Cold, Fire, Lightning,** or **Poison**
The dragonborn warmaster gains resist 10 to one of the following damage types until the end of the encounter: acid, cold, fire, lightning, or poison.

Dragonborn Fury (only while bloodied)
A dragonborn gains a +1 racial bonus to attack rolls.

Alignment Evil **Languages** Common, Draconic
Skills Diplomacy +22, History +15, Insight +18, Intimidate +24
Str 21 (+16) **Dex** 13 (+12) **Wis** 15 (+13)
Con 24 (+18) **Int** 14 (+13) **Cha** 22 (+17)
Equipment plate armor, falchion

Dragonborn Warmaster Lore

A character knows the following information with a successful Nature check.

DC 25: Dragonborn warmasters are carefully chosen from among those exemplars and bloodreavers who show great ingenuity and leadership ability. They devise the stratagems employed by Tiamat's legions.

Dragonborn Warmaster Tactics

Dragonborn warmasters command Tiamat's vanguard, and they are the first to engage the enemy. Using *single out*, they inspire their soldiers to great deeds by their brutality and excellence, and they can position allies to best effect with *superior tactics*. These tactical geniuses are favored companions of dragons, for they can invoke *Tiamat's will* to recharge the dragon's *breath weapon*.

Dragonborn Annihilator Level 29 Solo Soldier
Medium natural humanoid XP 75,000

Initiative +26 **Senses** Perception +23; darkvision
Tiamat's Favor (**Acid, Cold, Fire, Lightning,** or **Poison**) aura 5; any enemy that starts its turn within the aura takes 20 damage of one of the following types: acid, cold, fire, lightning, or poison. The annihilator chooses which type at the start of its turn.
HP 1,340; **Bloodied** 670; see also *dragonborn fury* and *fury of the dragon*
AC 49; **Fortitude** 44, **Reflex** 44, **Will** 45
Saving Throws +5
Speed 7, fly 10 (hover)
Action Points 2

Greatsword (standard; at-will) ✦ **Weapon**
+36 vs. AC (+37 while bloodied); 3d10 + 10 damage; see also *no remorse*.

Dragonborn Wrath (standard; at-will) ✦ **Weapon**
Requires greatsword; the annihilator makes two greatsword attacks, each against a different target.

Punishing Strike (immediate reaction, when an enemy attacks the annihilator with a melee attack; at-will) ✦ **Weapon**
Requires greatsword; the annihilator attacks the triggering enemy; +36 vs. AC (+37 while bloodied); 3d10 + 10 damage, and the target is pushed 5 squares and knocked prone; see also *no remorse*.

Conflagration Breath (standard; sustain minor; encounter) ✦ **Fire, Zone**
Close blast 5; +32 vs. Reflex (+33 while bloodied); 4d10 + 9 fire damage, and the target takes ongoing 10 fire damage (save ends). The blast creates a zone that lasts until the end of the annihilator's next turn (sustain minor). Any creature that enters or starts its turn in the zone takes 10 fire damage.

Fury of the Dragon (free, when first bloodied; encounter) ✦ **Acid, Cold, Fire, Lightning,** or **Poison**
Close burst 6; targets enemies; +34 vs. Reflex (+35 while bloodied); 4d10 + 6 damage of one of the following types: acid, cold, fire, lightning, or poison.

Sweeping Assault (standard; recharge ⚅ ⚄ ⚃) ✦ **Weapon**
Requires greatsword; close burst 1; +34 vs. Reflex (+35 while bloodied); 2d10 + 10 damage, and the target is knocked prone.

Chromatic Boon (immediate interrupt, when an enemy attacks the annihilator; encounter) ✦ **Acid, Cold, Fire, Lightning,** or **Poison**
The annihilator gains resist 30 to one of the following damage types until the end of the encounter: acid, cold, fire, lightning, or poison.

Dragonborn Fury (only while bloodied)
A dragonborn gains a +1 racial bonus to attack rolls.

No Remorse
The annihilator deals 2d10 extra damage with melee attacks against a prone target.

Alignment Evil **Languages** Common, Draconic, Supernal
Skills Insight +28, History +24, Intimidate +32, Religion +27
Str 31 (+24) **Dex** 30 (+24) **Wis** 29 (+23)
Con 28 (+23) **Int** 26 (+22) **Cha** 32 (+25)
Equipment plate armor, greatsword

Dragonborn Annihilator Lore

A character knows the following information with a successful Religion check.

DC 30: A dragonborn annihilator is the favored consort of Tiamat. Lover, general, and champion, he ventures into the world to punish those servants who failed the god. The annihilator's sheer savagery inspires dread in dragons and dragonborn alike.

DC 35: The current consort, Kasarus, was once a champion of Tiamat, but he came to believe that neither she nor Bahamut was worthy of ruling dragons. He journeyed to Tiamat's lair to defeat her and steal her crown, but after long fighting he could not defeat her.

Exhausted and bleeding from innumerable injuries, Kasarus knelt in surrender. Recognizing his valor, Tiamat took him on as her consort rather than destroying him.

Dragonborn Annihilator Tactics

An annihilator uses its *conflagration breath*, then flings itself into the thickest knot of foes, striking with *sweeping assault*, moving, and using an action point to strike again with *dragonborn wrath*. Against tougher opponents, the annihilator might instead focus on a single target. An enemy that dares to attack it must deal with its *punishing strike*, and all nearby foes are blasted with *fury of the dragon* if the annihilator becomes bloodied.

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Encounter Groups

Deemed the choicest soldiers in Tiamat's armies, dragonborn can be found among any cult or force that serves the Dark Lady. Some support dragon despots, commanding lesser troops, while others claw their way up through the ranks to turn goblin and human armies toward the god they serve.

Level 14 Encounter (XP 5,000)
- 1 dragonborn fire adept (level 15 controller)
- 2 redspawn firebelchers (level 12 artillery, *MM* 88)
- 4 dragonborn exemplars of Tiamat (level 7 elite soldier)

Level 19 Encounter (XP 12,700)
- 4 dragonborn bloodreavers (level 17 skirmisher)
- 4 grayspawn fleshtearers (level 15 soldier, page 220)
- 10 ogre thugs (level 11 minion, *MM* 198)

Level 25 Encounter (XP 38,600)
- 1 dragonborn warmaster (level 23 elite soldier)
- 4 redspawn devastators (level 25 elite brute, page 221)
- 4 dragonborn bloodreavers (level 17 skirmisher)
- 4 dragonborn fire adepts (level 15 controller)
- 4 dragonborn raiders (level 13 skirmisher, *MM* 86)

Level 30 Encounter (XP 95,750)
- 1 dragonborn annihilator (level 29 solo soldier)
- 1 elder red dragon (level 22 solo soldier, *MM* 83)

Dragonspawn are savage monsters originally created from the magical corruption of dragon eggs by infusing them with the blood of other creatures. The dragonspawn presented below supplement those in the *Monster Manual* to swell Tiamat's armies.

Greenspawn Sneak

Greenspawn sneaks stand just over 3 feet tall, with a thin, frail frame. What they lack in strength and physical power, they more than make up for in cunning and sheer numbers. Greenspawn sneaks are a staple of evil armies, finding work as scouts and spies.

Greenspawn Sneak	**Level 2 Lurker**
Small natural humanoid (reptile)	XP 125
Initiative +8	**Senses** Perception +9; darkvision
HP 28; **Bloodied** 14	
AC 16; **Fortitude** 13, **Reflex** 14, **Will** 14	
Speed 6 (forest walk)	
(+) **Dragonsplitter** (standard; at-will) ✦ **Weapon**	
+7 vs. AC; 1d8 + 3 damage.	
Acid Sphere (standard; at-will) ✦ **Acid**	
Ranged 10; +5 vs. Reflex; 2d4 acid damage.	
Arboreal Hunter	
A greenspawn sneak that starts its turn with cover also has total concealment against nonadjacent enemies.	
Combat Advantage	
The greenspawn sneak deals 1d6 extra damage against any target it has combat advantage against.	
Alignment Evil	**Languages** Draconic
Skills Stealth +9	
Str 14 (+3)	**Dex** 16 (+4) **Wis** 16 (+4)
Con 10 (+1)	**Int** 13 (+2) **Cha** 10 (+1)
Equipment leather armor, dragonsplitter	

Greenspawn Sneak Lore

A character knows the following information with a successful Nature check.

DC 15: Greenspawn sneaks live like beasts, constructing no societies of their own, but are capable of devious stratagems. They team up with hobgoblins, attracted to their discipline and fighting techniques.

Greenspawn Sneak Tactics

Greenspawn sneaks use terrain to their advantage, skulking through the trees to attack their enemies from unexpected directions before vanishing into the underbrush. A sneak typically starts a combat by lobbing a volley of *acid spheres* to weaken enemies and then uses hit-and-run tactics, taking advantage of terrain to outmaneuver foes and gain combat advantage.

Brownspawn Marauder

Primitive tribes of brownspawn marauders roam the deep desert. When they emerge from the wastes, they linger about the fringes of civilization, trading stolen goods for food, water, and the occasional bauble that catches their eye. Most people regard them as little better than vermin, but the few who have survived forays into the deep wastes know that the marauders are heartless killers, given to robbing and murdering any traveler they meet.

A brownspawn marauder stands about as tall as a dwarf, hunched over, dragging its long arms on the ground. Its skin hangs loose on its body but tightens when it drinks its fill of water, as the fluid is stored in special pouches beneath its flesh. In areas of extreme heat, marauders unfurl impressive crests to radiate excess warmth.

Brownspawn Marauder	**Level 4 Skirmisher**
Medium natural humanoid (reptile)	XP 125
Initiative +8	**Senses** Perception +9; darkvision
HP 58; **Bloodied** 29; also see *bloodied sirocco strike*	
AC 18; **Fortitude** 16, **Reflex** 16, **Will** 15	
Resist 5 fire	
Speed 6 (earth walk); see also *sand step*	
(+) **Claw** (standard; at-will)	
+9 vs. AC; 1d8 + 4 damage.	
Bleeding Slash (standard; at-will)	
+9 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 damage (save ends).	
Sirocco Strike (standard; encounter)	
Ranged 6; +7 vs. Reflex; 1d6 + 4 damage, and the target is blinded (save ends)	
Bloodied Sirocco Strike (free, when first bloodied; encounter)	
The marauder's *sirocco strike* recharges, and the creature uses it immediately.	

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Sand Step (move; encounter) ✦ **Polymorph**
The brownspawn marauder transforms into a cloud of sand and can move up to 8 squares. It gains the insubstantial quality during this move but must end in a legal space. It resumes its normal form at the end of this move.

Alignment Evil **Languages** Draconic
Skills Nature +9

Str 13 (+3)	**Dex** 19 (+6)	**Wis** 14 (+4)
Con 18 (+6)	**Int** 12 (+3)	**Cha** 11 (+2)

Brownspawn Marauder Lore

A character knows the following information with a successful Nature check.

DC 15: Brownspawn marauders gather in large tribal groups, roaming the wastes in search of plunder and prey. They strike against the same target repeatedly or creep into camps to steal precious water and vital gear.

Brownspawn Marauder Tactics

When a marauder attacks, it unleashes a *sirocco strike* at the closest foe. While its enemy is blinded, it charges forward, raking with *bleeding slash*. Against a superior force, it uses *sand step* to slip away. If the battle is going in its favor, it instead uses that power to gain an advantageous position.

Bluespawn Stormlizard

This fearsome beast is known for its ferocity in battle. When a stormlizard moves, lightning arcs from its body to the ground, so that it leaves a swath of blackened earth wherever it goes. The stench of ozone hangs about it.

Bluespawn Stormlizard **Level 9 Brute**
Large natural beast (reptile) XP 400

Initiative +8 **Senses** Perception +8; darkvision
Lightning Within aura 5; any ally within the aura gains resist 5 lightning.
HP 217; **Bloodied** 108
AC 21; **Fortitude** 21, **Reflex** 19, **Will** 20
Resist 5 lightning
Speed 8

⊕ **Gore** (standard; at-will)
+12 vs. AC; 2d10 + 5 damage.

⸸ **Lightning Charge** (standard; encounter) ✦ **Lightning**
The bluespawn stormlizard makes a charge attack; +12 vs. AC; 3d10 + 5 lightning damage, and the target is knocked prone.

↷ **Counterbolt** (immediate reaction, when an enemy attacks an ally and this stormlizard is within 5 squares of at least one other bluespawn stormlizard; recharge ⚅ ⚄ ⚃) ✦ **Lightning**
The bluespawn stormlizard launches a lightning arc against the triggering enemy; ranged 6; +10 vs. Reflex; 2d8 + 3 lightning damage.

Alignment Unaligned **Languages** –

Str 21 (+9)	**Dex** 18 (+8)	**Wis** 19 (+8)
Con 17 (+7)	**Int** 2 (+0)	**Cha** 6 (+2)

Bluespawn Stormlizard Lore

A character knows the following information with a successful Nature check.

DC 20: Bluespawn stormlizards are bestial creatures driven by evil impulses. Many find service as steeds for dragonborn or other dragonspawn, but they have a reputation for turning on their riders at the slightest provocation. Riding a stormlizard can be as dangerous as fighting one.

Bluespawn Stormlizard Tactics

A bluespawn stormlizard begins with *lightning charge* to knock its enemy to the ground, then presses the attack. It loses interest when its prey stops moving, turning its attention to another target. Stormlizards work well together, keeping close to one another and defending their packmates with *counterbolts*.

Greenspawn Razorfiend

Greenspawn razorfiends are a menace to all woodland creatures. Notorious butchers, these dragonspawn kill for the sheer joy of doing so.

A greenspawn razorfiend's eyes are constantly moving, revealing a feral intelligence and a cruel cunning. Its spare frame belies its speed and strength, and its powerful legs are capable of launching it into the air for short bursts.

Greenspawn Razorfiend **Level 13 Elite Skirmisher**
Large natural beast (reptile) XP 1,600

Initiative +13 **Senses** Perception +9; darkvision
HP 266; **Bloodied** 133
AC 29; **Fortitude** 27, **Reflex** 26, **Will** 26
Resist 10 poison
Saving Throws +2
Speed 8, jump 4
Action Points 1

⊕ **Wingblade** (standard; at-will)
Reach 2; +19 vs. AC; 2d8 + 6 damage.

⸸ **Wingblade Flurry** (standard; at-will)
Reach 2; +18 vs. AC; 1d8 + 6 damage, and the target takes ongoing 10 damage (save ends).

↷ **Greenspawn Spittle** (minor; encounter) ✦ **Acid, Poison**
Ranged 10; +16 vs. Fortitude; 4d8 + 5 poison damage, and the target takes ongoing 5 acid damage (save ends).

↷ **Horrid Glare** (minor; recharges when the razorfiend scores a critical hit with any attack) ✦ **Fear**
Ranged 10; +15 vs. Will; the target slides 3 squares.

Alignment Evil **Languages** Draconic
Skills Nature +14, Stealth +16

Str 23 (+12)	**Dex** 21 (+11)	**Wis** 16 (+9)
Con 21 (+11)	**Int** 4 (+3)	**Cha** 20 (+11)

Greenspawn Razorfiend Lore

A character knows the following information with a successful Nature check.

DC 20: The greenspawn razorfiend is a vicious predator. It takes its time with prey, teasing out

screams with well-placed turns of razor-sharp wingblades, laughing as the victim bleeds to death.

Greenspawn Razorfiend Tactics

A greenspawn razorfiend jumps into the midst of its opponents, using its *wingblade flurry* against a different opponent each round. It spits a glob of venomous phlegm into the face of any foe that remains unbloodied. Whenever its cruel attacks score a critical hit, the razorfiend slides an opponent into its reach, using an action point to make another devastating attack.

Grayspawn Fleshtearer

The grayspawn fleshtearer is a throwback to the earliest efforts to fuse dragons with other creatures. The magical process was faulty, resulting in a twisted creature. Eruptions appear all over its body, and blisters of acidic slime fill its mouth. These sacs of fluid regularly burst, making the fleshtearer's existence one of constant misery.

Despite the strangeness of its form, the creature's heritage is evident, revealing a bizarre mix of dragon and bear.

Grayspawn Fleshtearer	**Level 15 Soldier**
Large natural beast (reptile)	XP 1,200
Initiative +11	**Senses** Perception +13; darkvision
HP 148; **Bloodied** 74; see also *grayspawn ferocity*	
AC 30; **Fortitude** 28, **Reflex** 26, **Will** 27	
Resist 10 acid	
Speed 6	
(+) **Slavering Bite** (standard; at-will) ✦ **Acid**	
Reach 2; +22 vs. AC; 1d8 + 7 damage, and ongoing 5 acid damage (save ends). The target is also marked until the end of the fleshtearer's next turn.	
Marked Superiority (immediate interrupt, when an adjacent marked enemy shifts; at-will) ✦ **Acid**	
The grayspawn fleshtearer makes a basic attack against the triggering enemy.	
Grayspawn Ferocity (free, when first bloodied; encounter) ✦ **Healing**	
The grayspawn fleshtearer regains 20 hit points and gains a +2 bonus to attack rolls and damage rolls until the end of its next turn.	
Alignment Evil	**Languages** Draconic
Str 24 (+14)	**Dex** 15 (+9) **Wis** 12 (+8)
Con 20 (+12)	**Int** 4 (+4) **Cha** 15 (+9)

Grayspawn Fleshtearer Lore

A character knows the following information with a successful Nature check.

DC 20: Grayspawn fleshtearers are tortured mishaps that seek only to relieve their suffering by gorging themselves on the flesh of their victims.

Grayspawn Fleshtearer Tactics

A grayspawn fleshtearer moves to attack the largest and toughest opponent, marking it to keep it in reach. As ropes of acidic goo burn through its foe, it continues to tear at that opponent until it falls. The fleshtearer isn't concerned about other threats but uses *marked superiority* to threaten nearby enemies.

Purplespawn Nightmare

Purplespawn nightmares are grotesque amalgams of purple dragon and drow. They are slim and serpentine, covered with purple and black scales, and sport long tails covered in thorns and spikes. They skulk about the Underdark in search of food and plunder, selecting a victim based on the treasure it carries.

Purplespawn Nightmare Lore

A character knows the following information with a successful Nature check.

DC 20: Purplespawn nightmares are sentient and well aware of their monstrous nature. This knowledge sends them fleeing into the Underdark in shame. Plagued by a compulsive need to steal, they emerge from the depths to rob and murder.

Purplespawn Nightmare	**Level 17 Lurker**
Medium natural humanoid (reptile)	XP 1,600
Initiative +17	**Senses** Perception +8; darkvision
HP 128; **Bloodied** 64	
Regeneration 10 (if the purplespawn nightmare takes radiant damage, regeneration does not function until the end of its next turn)	
AC 30; **Fortitude** 29, **Reflex** 30, **Will** 28; see also *psychic edge*	
Resist 10 psychic	
Speed 6, climb 6 (spider climb)	
(+) **Longsword** (standard; at-will) ✦ **Weapon**	
+22 vs. AC; 2d8 + 4 damage.	
Tail (standard; at-will) ✦ **Sleep**	
Reach 2; +22 vs. AC; 3d6 + 8 damage, and the target is dazed (save ends). *First Failed Saving Throw:* The target is dazed and slowed (save ends both). *Second Failed Saving Throw:* The target falls unconscious (save ends).	
Nightmare Form (standard; at-will) ✦ **Polymorph**	
The purplespawn nightmare can alter its physical form to appear as an enemy of its choice. While the nightmare is adjacent to that enemy, roll 1d20 whenever a melee or ranged attack targets the nightmare. On a roll of 10 or higher, the attack instead targets the copied enemy. The copied enemy's attacks are not subject to this effect.	
Nightmarish Torment ✦ **Psychic**	
If the purplespawn nightmare's melee attack hits an enemy it is copying with *nightmare form* or a sleeping target, that target takes ongoing 10 psychic damage (save ends) in addition to the attack's other effects.	
Psychic Edge	
A purplespawn nightmare gains a +4 bonus to all defenses against attacks from enemies that are taking ongoing psychic damage.	
Alignment Evil	**Languages** Common, Deep Speech, Draconic
Skills Acrobatics +18, Bluff +18, Stealth +18, Thievery +18	
Str 19 (+12)	**Dex** 20 (+13) **Wis** 11 (+8)
Con 20 (+13)	**Int** 13 (+9) **Cha** 20 (+13)
Equipment longsword	

Purplespawn Nightmare Tactics

A purplespawn nightmare is an opportunistic predator, keeping to the shadows until its target is fighting other creatures. Then it emerges, using *nightmare form* to confuse enemies before landing a devastating attack with its tail.

Redspawn Devastator

Redspawn devastators are fury incarnate, the most powerful bestial dragonspawn. Fortunately for the rest of the world, their numbers are small and their lairs remote. A devastator's hunting ground is littered with scorched bones and sulfurous leavings.

A devastator is a mighty beast, nearly 15 feet long with a rippling, muscled body covered in crimson scales.

Redspawn Devastator	**Level 25 Elite Brute**
Huge natural beast (reptile)	XP 14,000
Initiative +15	**Senses** Perception +15; darkvision
HP 572; **Bloodied** 286; see also *fiery wrath*	
AC 39; **Fortitude** 39, **Reflex** 37, **Will** 38	
Resist 10 fire	
Saving Throws +2	
Speed 8, fly 8 (clumsy)	
Action Points 1	
⊕ **Bite** (standard; at-will)	
Reach 2; +28 vs. AC; 3d10 + 9 damage.	
⸸ **Explosive Charge** (standard; encounter) ✦ **Fire**	
The redspawn devastator charges an enemy; +28 vs. Reflex; 3d12 + 10 fire damage, and the target is pushed 4 squares and takes ongoing 10 fire damage (save ends).	
⸸ **Fling** (standard; at-will)	
Reach 2; +28 vs. AC; 2d10 + 9 damage. If the attack hits, the redspawn devastator makes a secondary attack against the same target. *Secondary Attack:* +28 vs. Fortitude; the target is pushed 6 squares and knocked prone.	
Fiery Wrath (only while bloodied)) ✦ **Fire**	
The devastator's bite attack deals 10 extra fire damage, and the target takes ongoing 10 fire damage (save ends). If the target takes a standard action on its turn, it cannot save against the ongoing fire damage that turn.	
Threatening Reach	
The redspawn devastator can make opportunity attacks against all enemies within its reach (2 squares).	
Alignment Evil	**Languages** Draconic
Str 29 (+21)	**Dex** 16 (+15) **Wis** 17 (+15)
Con 26 (+20)	**Int** 5 (+9) **Cha** 11 (+12)

Redspawn Devastator Tactics

When a redspawn devastator detects another living creature, it surges forward, using its *explosive charge*. The devastator is not choosy about its target, attacking any foe it can reach. If it takes any significant damage from its target, it tosses that opponent away to find easier fare. Injury only brings out the beast's true savagery: Exploding with flames, it ignites its victims with flesh-eating fire as it rips them apart with its jagged fangs.

Redspawn Devastator Lore

A character knows the following information with a successful Nature check.

DC 30: These creatures dwarf other dragonspawn and can match true dragons in sheer might. Yet even with their great power, they still end up as steeds and guardians.

Encounter Groups

Bestial dragonspawn are exploited as warbeasts, mounts, or guardians. The more intelligent dragonspawn carve out their own destinies. They make alliances with other creatures to further their personal agendas or even seize control of tribes of weak-willed, savage creatures, bending such troops to their own cruel will.

Level 9 Encounter (XP 1,950)
- ✦ 1 bluespawn stormlizard (level 9 brute)
- ✦ 2 gnoll marauders (level 6 brute, *MM* 132)
- ✦ 6 brownspawn marauders (level 4 skirmisher)

Level 11 Encounter (XP 3,000)
- ✦ 1 snaketongue celebrant (level 11 controller, *MM* 273)
- ✦ 1 greenspawn razorfiend (level 13 elite lurker)
- ✦ 1 snaketongue warriors (level 8 brute, *MM* 272)
- ✦ 6 snaketongue initiates (level 7 minion, *MM* 272)

Level 15 Encounter (XP 6,050)
- ✦ 1 night hag (level 14 lurker, *MM* 151)
- ✦ 2 grayspawn fleshtearers (level 15 soldier)
- ✦ 11 cyclops guards (level 14 minion, *MM* 46)

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Their reptilian appearance causes drakes to be mistakenly identified as small dragons. Although they are a separate breed, drakes possess special talents and abilities that make them favored companions of dragons and other reptilian creatures—or dreadful foes. The drakes presented below supplement those in the *Monster Manual*.

Ambush Drake

Known for terrorizing plains communities, ambush drakes gather in large packs that roam the wilderness in search of prey. Ambush drakes attack for food, but sometimes they act out of sheer malice. They are practically fearless, and have been known to attack large parties, caravans, and even fully armed expeditions.

A packleader is the most powerful ambush drake in a given group and can grow as large as a horse. Because a packleader earns its position only by killing the previous packleader, it bears the scars of numerous duels.

Ambush drakes do not speak, but packleaders understand Draconic.

Ambush Drake	**Level 6 Skirmisher**
Medium natural beast (reptile)	XP 250

Initiative +7 **Senses** Perception +3
HP 71; **Bloodied** 35
AC 20; **Fortitude** 19, **Reflex** 18, **Will** 16
Speed 6, fly 4 (clumsy); see also *ravenous*

⊕ **Claws** (standard; at-will)
+11 vs. AC; 2d6 + 3 damage.

⸸ **Shifting Strike** (standard; at-will)
+11 vs. AC; 2d6 + 3 damage. The ambush drake can shift 1 square before or after the attack.

Ravenous (minor; at-will)
The ambush drake shifts 2 squares toward a bloodied enemy.

Alignment Unaligned **Languages** –
Skills Stealth +10

Str 16 (+6)	**Dex** 14 (+5)	**Wis** 11 (+3)
Con 15 (+5)	**Int** 3 (-1)	**Cha** 6 (+1)

Ambush Drake Packleader	**Level 8 Brute (Leader)**
Large natural beast (reptile)	XP 350

Initiative +6 **Senses** Perception +5
HP 107; **Bloodied** 53; see also *vicious assault*
AC 20; **Fortitude** 21, **Reflex** 19, **Will** 18
Resist 5 poison
Speed 8, fly 4 (clumsy)

⊕ **Bite** (standard; at-will) ✦ **Poison**
+11 vs. AC; 2d6 + 4 damage, and the target takes ongoing 5 poison damage (save ends).

⸸ **Vicious Assault** (standard; encounter; recharges when first bloodied)
The ambush drake makes two bite attacks against the same target, each with a -2 penalty to the attack roll.

Breath Weapon (standard; encounter) ✦ **Poison**
Close blast 3; +9 vs. Fortitude; 2d8 + 3 poison damage, and the target takes ongoing 5 poison damage (save ends).

Scent of Prey
A creature that is taking ongoing poison damage from the packleader's attacks is treated as bloodied by ambush drakes.

Alignment Evil **Languages** Draconic
Skills Stealth +11

Str 18 (+8)	**Dex** 14 (+6)	**Wis** 13 (+5)
Con 17 (+7)	**Int** 4 (+1)	**Cha** 8 (+3)

Ambush Drake Lore

A character knows the following information with a successful Nature check.

DC 15: Packs of ambush drakes, led by powerful packleaders, compete with lion prides for mastery of the plains. They employ pack tactics similar to those used by wolves, but these creatures are far more intelligent. Of all their prey, ambush drakes most savor the taste of human flesh.

Ambush Drake Tactics

A pack of ambush drakes fans out, encircling its prey, and wait for any sign of weakness. Periodically, one grows impatient and darts out to claw at a foe, but the rest let their opponents make the first move. A

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packleader leads the assault, marking its poisoned targets with a pheromone that drives the other ambush drakes mad with the hunt.

Portal Drake

Portal drakes are obsessed with magic. Their small size and strange appearance mislead others into underestimating these creatures. They are in fact accomplished arcanists and use their power even when not provoked.

About the size of a large housecat, a portal drake flutters about on gray wings, resembling a tiny, impish dragon.

Portal Drake **Level 10 Controller**
Small natural beast (reptile) XP 500

Initiative +11 **Senses** Perception +13
HP 104; **Bloodied** 52
AC 26; **Fortitude** 19, **Reflex** 25, **Will** 24
Resist 5 poison
Speed 8, fly 6 (hover), teleport 6

⊕ **Bite** (standard; at-will)
+15 vs. AC; 2d4 + 6 damage.

Slip through Space (standard; at-will) ✦ **Teleportation**
Ranged 10; targets two allies within range, or the portal drake and one ally within range; the targets swap places.

Portal Burst (standard; recharge ⚄ ⚅) ✦ **Teleportation**
Close burst 2; +14 vs. Reflex; the target teleports 5 squares to an unoccupied space of the drake's choosing (and in its line of sight). This attack automatically hits allies, though the drake can choose not to target them.

Catch a Ride (immediate reaction, when a creature within 6 squares of the portal drake teleports; at-will) ✦ **Teleportation**
The portal drake teleports the same distance as the triggering creature. This movement can be in any direction and can exceed the drake's normal teleport speed.

Alignment Chaotic evil **Languages** Draconic
Skills Arcana +13, Stealth +16

Str 10 (+5)	**Dex** 22 (+11)	**Wis** 17 (+8)
Con 16 (+8)	**Int** 16 (+8)	**Cha** 21 (+10)

Portal Drake Lore

A character knows the following information with a successful Nature check.

DC 15: Portal drakes haunt the Underdark, where they scour old ruins in search of interesting magical trinkets. They enjoy tormenting other creatures and specialize in leading prey to danger, such as into the lair of a purple dragon.

Portal Drake Tactics

A portal drake dislikes larger creatures and attacks those enemies first. Its cruelest tactic is to teleport foes over a pit or off the edge of a cliff. The portal drake uses *slip through space* to move its allies into better positions, to help an ally escape a foe, or to save its own hide.

Drake Encounters

Ambush drakes are too ornery and vicious for domestication through normal means. Still, they respond to force and might serve a brutal captor—at least until they sense an opportunity to attack. Orcs are the most likely to break these creatures, though hobgoblin clans use them too.

If ambush drakes are unpleasant, portal drakes are downright monstrous. These vile creatures are treacherous to the extreme. They make alliances with other denizens of the Underdark, from mind flayers to drow, only to break them capriciously.

Level 8 Encounter (XP 1,650)
- 1 orc eye of Gruumsh (level 5 controller, *MM* 204)
- 1 orc bloodrager (level 7 elite brute, *MM* 204)
- 1 ambush drake packleader (level 8 skirmisher)
- 2 ambush drakes (level 6 skirmisher)

Level 12 Encounter (XP 3,400)
- 4 drow warriors (level 11 lurker, *MM* 94)
- 2 portal drakes (level 10 skirmisher)

Portal Burst or Bust?

The portal drake's *portal burst* can be a lot of fun, but it can also be very deadly when used in conjunction with pits and ledges. When you are building and running encounters with these drakes, there are a few things to keep in mind. First, when building encounters, heed the advice in the "Precipitous Terrain" section on page 44 of the *Dungeon Master's Guide*. Second, if the portal drake teleports a creature over a precipice or a pit, but at least one side of the destination space has terrain that a creature could grab to catch itself (see "Falling," *Player's Handbook*, page 284), allow the creature the saving throw for going over the edge. In fact, when using this power, it's almost always better to allow the PCs a chance to avoid the extreme effect of failure, so even if a portal drake could *portal burst* an enemy into a square that would offer no possibility of a saving throw, it might be better to pick a square that does, thus creating the possibility for a literal cliffhanger! This approach applies to more than just falling hazards. Although it is both clever and devious to design encounters in which a teleportation effect forces the PCs into a dire predicament, you should always give them a way out of those tight spots. The way out might not be optimal, and might not guarantee that the PCs will come out unscathed, but such hard knocks are the constant plight of the adventurer.

Kobolds are devious creatures whose natural cunning and association with dragons give them a wide range of outlooks, objectives, and peculiarities. They are infamous for using traps to hamper, maim, and kill any who trespass in their lairs.

Hobbler Kobold

All kobolds use traps to an extent, but the hobblers have elevated trap design to an art. These kobolds' devices are not only innovative, but also especially cruel, humiliating victims as much as they hurt them.

A typical hobbler kobold bristles with an assortment of tools, such as clamps, wrenches, and hammers, in loops and pouches of its stained leather apron. Hobblers also don dark goggles to protect their eyes, or complex spectacles fitted with dials and extra lenses to get a closer look at their traps' inner workings.

Hobbler Kobold Lore

A character knows the following information with a successful Nature check.

DC 15: Hobbler kobold traps are among the most vicious and innovative in the world, whether used to maim, imprison, or kill. The kobolds that build these devices find employment with creatures other than dragons, especially those paranoid and heartless enough to appreciate their cruelty.

DC 15: Hobbler kobolds are so accustomed to working with traps that they have developed a special set of techniques to incorporate them into their fighting tactics.

Hobbler Trapmaster **Level 2 Skirmisher**
Small natural humanoid (reptile) XP 125

Initiative +7 **Senses** Perception +2; darkvision
HP 38; **Bloodied** 19
AC 16; **Fortitude** 13, **Reflex** 15, **Will** 12; see also *trap sense*
Speed 6

(+) **Throwing Hammer** (standard; at-will) ✦ **Weapon**
+7 vs. AC; 1d6 + 4 damage.

(↗) **Throwing Hammer** (standard; at-will) ✦ **Weapon**
Ranged 5/10; +7 vs. AC; 1d6 + 4 damage.

Deft Maneuver (standard; at-will) ✦ **Weapon**
Requires throwing hammer; +8 vs. AC; 1d6 + 4 damage, and the target slides 1 square.

Trap Opportunist (immediate reaction, when an enemy moves; at-will)
Ranged 5; the trapmaster triggers a trap it is aware of within range.

Shifty (minor; at-will)
The trapmaster shifts 1 square.

Trap Sense
The trapmaster gains a +6 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic
Skills Stealth +12, Thievery +12
Str 9 (+0) **Dex** 18 (+5) **Wis** 13 (+2)
Con 14 (+3) **Int** 13 (+2) **Cha** 9 (+0)
Equipment leather armor, 4 throwing hammers

Hobbler Trapmaster Tactics

A trapmaster takes care to memorize the locations of all traps it has laid in an area and uses this knowledge to its advantage in combat. Through deft maneuvering, it leads enemies into the range of dangerous traps, confident in its own abilities to avoid harm.

Hobbler Decoy **Level 4 Skirmisher**
Small natural humanoid (reptile) XP 175

Initiative +8 **Senses** Perception +5; darkvision
HP 56; **Bloodied** 28
AC 18; **Fortitude** 15, **Reflex** 18, **Will** 15; see also *trap sense*
Speed 6; see also *lightstep*

(+) **Short Sword** (standard; at-will) ✦ **Weapon**
+9 vs. AC; 1d6 + 4 damage.

(↗) **Taunting Jeer** (move; at-will) ✦ **Charm**
Ranged 10; the decoy moves 4 squares and then attacks a target within range; +7 vs. Will; the target is pulled 3 squares.

Lightstep (move; at-will)
The decoy moves up to its speed. This movement does not trigger any traps of which it is aware.

Shifty (minor; at-will)
The decoy shifts 1 square.

Trap Sense
The decoy gains a +4 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic
Skills Stealth +13, Thievery +13
Str 11 (+2) **Dex** 19 (+6) **Wis** 17 (+5)
Con 16 (+5) **Int** 12 (+3) **Cha** 10 (+2)
Equipment leather armor, short sword

Hobbler Decoy Tactics

Hobbler decoys scout the fringes of their clan's territory, using hit-and-run tactics and luring enemies into killing zones brimming with malicious traps.

Hobbler Trap Savant **Level 6 Controller (Leader)**
Small natural humanoid (reptile) XP 250

Initiative +6 **Senses** Perception +6; darkvision
HP 70; **Bloodied** 35
AC 20; **Fortitude** 17, **Reflex** 18, **Will** 18
Speed 6

(+) **Dagger** (standard; at-will) ✦ **Weapon**
+11 vs. AC; 1d4 + 5 damage.

(↗) **Crossbow** (standard; at-will) ✦ **Weapon**
Ranged 15/30; +11 vs. AC; 1d8 + 6 damage.

Tactical Reset (standard; at-will)
The trap savant resets an adjacent triggered trap it is aware of. This power works even on a trap that has been disabled.

Anticipate Snare (immediate interrupt, when a trap within 2 squares of the trap savant is triggered; at-will)
The trap savant shifts 2 squares.

Bait the Hook (minor; at-will)
Ranged 10; targets one ally; the target slides 1 square.
Trigger Trap (immediate reaction, when an enemy moves; at-will)
Ranged 5; the trap savant triggers a trap it is aware of within range.
Shifty (minor; at-will)
The trap savant shifts 1 square.
Trap Sense
The trap savant gains a +4 bonus to all defenses against traps.
Alignment Evil **Languages** Common, Draconic
Skills Dungeoneering +11, Stealth +13, Thievery +13
Str 9 (+2) **Dex** 16 (+6) **Wis** 17 (+6)
Con 14 (+5) **Int** 17 (+6) **Cha** 13 (+4)
Equipment leather armor, crossbow, quiver and 10 bolts

Hobbler Trap Savant Tactics

A trap savant expertly controls the battlefield, moving troops deftly to trick enemies into traps. Throughout the fight, it uses its abilities to spring traps, then reset those that it or its enemies have triggered.

Wyrmwarped Kobold

Kobolds hold dragons in special reverence, a devotion that borders on outright worship. In the case of the kobolds known as wyrmwarped, this singular dedication is coupled with the caress of the Far Realm, resulting in horrific warping.

Wyrmwarped retain a hint of their kobold ancestry, but rare are those with more than that. The corruption manifests in a ruin of flesh, glistening with open sores and covered with pustulent growths, twisted to resemble only vaguely the form of a dragon.

Wyrmwarped Kobold Lore

A character knows the following information with a successful Dungeoneering check.

DC 15: In the depths of the Underdark, an old kobold tribe ended up serving a squamous spewer (page 231). Now these wyrmwarped kobolds roam the tunnels in search of fresh sacrifices for their hideous master.

DC 25: The flesh and forms of these twisted creatures are as mutable as the shifting reality of the dread Otherwhere. So significant are their mutations that few survive the flesh-warping changes for long. Only the toughest of their numbers survive, but at a terrible price to their sanity.

Wyrmwarped Atrocity **Level 4 Brute**
Small aberrant humanoid (reptile) XP 175
Initiative +4 **Senses** Perception +1; darkvision
HP 64; **Bloodied** 32; see also *fearsome outburst* and *death burst*
AC 16; **Fortitude** 16, **Reflex** 16, **Will** 13
Speed 6
Claws (standard; at-will)
+7 vs. AC; 2d6 + 6 damage.
Double Attack (standard; at-will)
The atrocity makes two claw attacks.
Fearsome Outburst (free, when first bloodied; encounter)
+8 vs. AC; 2d10 + 4 damage.
Death Burst (when reduced to 0 hit points) ✦ **Acid**
The atrocity explodes in a burst of acidic goo; close burst 2; +4 vs. Reflex; 1d10 + 2 acid damage, and the target takes a -1 penalty to attack rolls (save ends).
Shifty (minor; at-will)
The atrocity shifts 1 square.
Alignment Evil **Languages** Common, Draconic
Skills Stealth +6, Thievery +6
Str 19 (+6) **Dex** 15 (+4) **Wis** 8 (+1)
Con 14 (+4) **Int** 9 (+1) **Cha** 13 (+3)

Wyrmwarped Atrocity Tactics

A wyrmwarped atrocity is a dim creature filled with the corrupting influence of the Far Realm. The thing waddles forward, lashing out with its claws against the same target each round. When it becomes bloodied, unleashing its *fearsome outburst*, it moves into the midst of enemies and fights until slain so it can harm as many as possible with its *death burst*.

Wyrmwarped Scaleshaper **Level 6 Controller (Leader)**
Small aberrant humanoid (reptile) XP 250
Initiative +6 **Senses** Perception +2; darkvision
HP 73; **Bloodied** 36
AC 20; **Fortitude** 18, **Reflex** 18, **Will** 17
Speed 6, fly 4 (clumsy)
Claws (standard; at-will)
+11 vs. AC; 2d6 + 3 damage.
Frightful Vision (standard; at-will)) ✦ **Fear, Psychic**
Ranged 10; the scaleshaper attacks two different targets; +10 vs. Will; 1d8 + 5 psychic damage, and the target is slowed (save ends).
Unnatural Speed (standard; at-will)
Ranged 10; targets two allies within range, or the scaleshaper and one ally within range; the target gains +4 speed and can shift 2 squares as a minor action until the end of its next turn.
Warped Strength (standard; at-will)
Ranged 10; targets two allies within range, or the scaleshaper and one ally within range; the target gains a +2 bonus to attack rolls and damage rolls with its melee attacks until the end of its next turn.
Shifty (minor; at-will)
The scaleshaper shifts 1 square.
Alignment Evil **Languages** Common, Draconic, Far Speech
Skills Arcana +8, Intimidate +11, Stealth +8, Thievery +8
Str 8 (+2) **Dex** 16 (+6) **Wis** 9 (+2)
Con 17 (+6) **Int** 11 (+3) **Cha** 17 (+6)

Wyrmwarped Scaleshaper Tactics

A scaleshaper is most effective when fighting from behind ranks of its servants. It sends its enemies a *frightful vision*, shocking their minds with a maddening glimpse of the Far Realm. Its *unnatural speed* and *warped strength* powers grant troops enhanced efficiency on the battlefield.

Dragonkin Kobolds

These kobolds turn their race's normal reverence of dragons into fanaticism. Driven to bind their souls to that of a dragon lord, dragonkin kobolds assume traits and qualities of their new master. The effects of this binding are not immediately apparent, but the kobolds undergo subtle changes in their appearance and stature and acquire unusual powers—at the cost of their independence and individuality.

Every dragonkin kobold bears a dragon scale on its chest that binds it to its master. The flesh around the scale rebels against this unnatural graft, becoming reddened and infected (though causing no discomfort). Dragonkin gain physical features of the dragons they serve, including a more scaly appearance than normal and strange, glowing eyes. They clothe their bodies in the shed scales of their masters, or even stitch them into their flesh, furthering the bond with the lord they gladly serve.

Dragonkin Kobold Lore

A character knows the following information with a successful Nature check.

DC 25: Dragonkin protect the lairs and interests of dragons. The process of binding to a dragon master involves permanently fusing a dragon scale to the kobold's chest, using the dragon's blood to complete the ceremony. This ritual exacts a terrible price: It strips away all the participant's ambitions and memories, replacing them with unwavering dedication to its master. The kobold becomes a mere extension of the dragon's will.

Dragonkin Sentry **Level 5 Skirmisher**
Small natural humanoid (reptile) XP 200

Initiative +6 **Senses** Perception +6; darkvision
HP 63; **Bloodied** 31; see also *telepathic warning*
AC 19; **Fortitude** 16, **Reflex** 15, **Will** 16; see also *trap sense*
Resist 5 fire
Speed 5

⨺ **Spear** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d8 + 3 damage.

⨺ **Mighty Dragon Strike** (standard; encounter) ✦ **Fire, Weapon**
Requires spear; +10 vs. AC; 1d8 + 3 damage, and ongoing 5 fire damage (save ends).

Telepathic Warning (standard; encounter)
The sentry sends a warning to its dragon master, which cannot be more than 1 mile away. The sentry automatically sends out its warning when it is reduced to 0 hit points, whether or not it has previously used this power.

Shifty (minor; at-will)
The sentry shifts 1 square.

Trap Sense
The sentry gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic
Skills Stealth +11, Thievery +6

Str 16 (+5)	**Dex** 14 (+4)	**Wis** 18 (+6)
Con 15 (+4)	**Int** 11 (+2)	**Cha** 10 (+2)

Equipment scale armor, spear

Dragonkin Sentry Tactics

Sentries guard all the entrances into their master's lair. They perform this duty with pride; when confronted by intruders, they engage the foes to buy time and send out a *telepathic warning* to let their master escape or lead a counterattack.

Dragonkin Defender **Level 6 Soldier**
Small natural humanoid (reptile) XP 250

Initiative +6 **Senses** Perception +4; darkvision
HP 70; **Bloodied** 35
AC 22; **Fortitude** 18, **Reflex** 16, **Will** 19
Resist 5 fire
Speed 5

⨺ **Longsword** (standard; at-will) ✦ **Weapon**
+13 vs. AC; 1d8 + 3 damage, and the target is marked until the end of the defender's next turn.

⨺ **None Shall Pass** (standard; recharge ⚄ ⚅) ✦ **Weapon**
Requires longsword; +13 vs. AC; 2d8 + 3 damage, and the target is immobilized and takes a -2 penalty to all defenses (save ends both).

For the Master
The defender gains a +1 bonus to attack rolls while it is within 5 squares of a dragon.

Shifty (minor; at-will)
The defender shifts 1 square.

Trap Sense
The defender gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic
Skills Stealth +6, Thievery +6

Str 17 (+6)	**Dex** 12 (+4)	**Wis** 13 (+4)
Con 14 (+5)	**Int** 11 (+3)	**Cha** 16 (+6)

Equipment scale armor, longsword

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Dragonkin Defender Tactics

Dragonkin defenders devote their lives to ensuring that no enemy reaches their master. Fighting in teams of two or three, they engage a single foe at a time; one uses *none shall pass* to weaken the target, and all focus their attacks on it until it is slain.

Pact-Bound Adept **Level 6 Artillery (Leader)**
Small natural humanoid (reptile) XP 250

Initiative +6 **Senses** Perception +3; darkvision
HP 58; **Bloodied** 29
AC 18; **Fortitude** 17, **Reflex** 18, **Will** 20; see also *trap sense*
Resist 5 fire
Speed 6, fly 4 (clumsy)

Quarterstaff (standard; at-will) ✦ **Weapon**
+11 vs. AC; 1d8 damage.

Flaming Staff (standard; at-will) ✦ **Fire, Weapon**
Requires quarterstaff; ranged 10; +13 vs. Reflex; 1d6 + 5 fire damage, and the target takes ongoing 5 fire damage (save ends).

Fierce Rebuke (immediate reaction, when an enemy moves adjacent to the pact-bound adept; recharge ⚄ ⚅) ✦ **Fear**
The adept attacks the triggering enemy; +13 vs. Will; the target is pushed 3 squares and weakened (save ends).

Dragon's Grace (minor; recharge ⚄ ⚅)
Ranged 10; one ally gains resist 10 against a damage type of the adept's choice until the end of the encounter.

Healing Burst (standard; recharge ⚄ ⚅) ✦ **Healing**
Area burst 2 within 10; allies in the area regain 20 hit points.

Shifty (minor; at-will)
The adept shifts 1 square.

Trap Sense
The adept gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic
Skills Arcana +10, Stealth +8, Thievery +8
Str 11 (+3) **Dex** 17 (+6) **Wis** 10 (+3)
Con 16 (+6) **Int** 14 (+5) **Cha** 21 (+8)
Equipment quarterstaff

Pact-Bound Adept Tactics

Of all dragonkin, these kobolds have the closest connection to their dragon masters. Their bond lets them channel their masters' *breath weapon*s. Pact-bound adepts don't engage foes directly. They hang back behind sentries and defenders to strike from afar. If an enemy closes, the adept creates a *fierce rebuke* to drive it away.

Encounter Groups

Most dragons ignore kobolds, seeing them as vermin, but a few exploit the fanaticism and ingenuity of these creatures to defend their lairs.

Customizing Dragonkin

The dragonkin kobolds presented here serve a red dragon master. To create other varieties of dragonkin, replace their powers' fire keyword with a keyword appropriate to the chosen dragon's *breath weapon*.

Level 8 Encounter (XP 1,800)
- 1 hobbler trap savant (level 6 controller)
- 2 hobbler decoys (level 4 skirmisher)
- 4 hobbler trapmasters (level 2 skirmisher)
- 5 kobold minions (level 1 minion, *MM* 167)
- 1 pendulum scythe (level 4 lurker trap, *DMG* 88)
- 4 false-floor pits (level 1 warder trap, *DMG* 87)

Level 9 Encounter (XP 2,100)
- 1 gibbering mouther (level 10 controller, *MM* 126)
- 2 wyrmwarped scaleshapers (level 6 elite controller)
- 4 wyrmwarped atrocities (level 4 brute)
- 4 kobold minions (level 1 minion, *MM* 167)

Level 12 Encounter (XP 3,250)
- 1 young red dragon (level 7 solo soldier, *MM* 82)
- 1 pact-bound adept (level 6 artillery)
- 2 dragonkin defenders (level 6 soldier)
- 4 dragonkin sentries (level 5 skirmisher)
- 8 kobold minions (level 1 minion, *MM* 167)

The Kobold Victory Table

When a kobold reduces a character to 0 or fewer hit points, roll d20 and refer to the following table if you want to inject some random craziness into your game.

1-10	**No effect.** Chitters, giggles, or does a little victory dance.
11	**Kill things, take their stuff!** Spends minor action to pick item off the fallen adventurer then runs off to hide its treasure.
12	**Ask not what you can do for the tribe!** Spends 1 round delivering a victory speech. All kobolds within 5 squares heal 5 hit points.
13	**I attribute my success solely to luck!** Immediately hides in its victim's backpack or under his unconscious/dead form.
14	**Whoa! That's never happened before!** Stunned until the end of its next turn.
15	**Come get some!** Spends 1 round taunting the nearest PC.
16	**Victory!** Lets out an inspiring whoop granting kobolds within 5 squares +1 on attacks for the rest of the fight.
17	**You're next!** Gains 1 action point.
18	**This will only anger them!** Flees but returns to fight in 1d4 rounds.
19	**I'm only getting started!** Heals back up to its bloodied hit points, or up to full if not yet bloodied.
20	**Fear me!** Gains +2 on attack rolls and damage and +1 on defenses until the end of the encounter.

LIVING BREATH

A powerful dragon can perform an ancient, secret ritual to grant a semblance of life to its own *breath weapon*. These creatures have crudely draconic shapes that crackle, roil, and billow with their constituent energy. Living breaths serve as guards, soldiers, and assassins for powerful dragons.

Living Breath Lore

A character knows the following information with a successful Nature or Arcana check.

DC 20: Only dragons of great power can create a living breath. Living breaths cannot speak but are sentient and can understand Draconic.

DC 25: Certain kinds of living breaths are instructed to slay or at least severely weaken intruders. Others are created primarily to hold the dragon's enemies at bay.

DC 30: In rare instances, a living breath has survived the death of its creator. It continues to exist in a near-mindless state, doing whatever it can to carry out its final orders.

DC 35: The dragon that created a living breath can shift its senses, so that the dragon sees and hears everything the living breath experiences. In addition, it instantly knows if the living breath is injured.

Indomitable Bulwark **Level 16 Soldier**
Large natural animate (construct) XP 1,400

Initiative +14 **Senses** Perception +12; tremorsense 5
HP 164; **Bloodied** 82
AC 32; **Fortitude** 30, **Reflex** 27, **Will** 27; see also *diehard*
Immune poison; **Resist** 20 fire
Speed 10

Slam (standard; at-will)
Reach 2; +21 vs. Fortitude; 2d6 + 7 damage, and the target is immobilized until the end of its next turn.

Slowing Blast (standard; recharge ⚄ ⁞⁞)
Close blast 5; +21 vs. Reflex; 2d10 + 7 damage, and the target is slowed (save ends).

Diehard (free, when first bloodied; encounter)
The indomitable bulwark gains regeneration 10 until the end of the encounter.

Alignment Unaligned **Languages** –
Str 24 (+15) **Dex** 19 (+12) **Wis** 19 (+12)
Con 28 (+17) **Int** 9 (+7) **Cha** 10 (+8)

Indomitable Bulwark Tactics

Nearly as wide as it is long, this conglomeration of heat and whirling sand is created by an elder brown dragon. It is intended primarily to delay intruders, holding them at bay with its *slowing blast* while its creator prepares for battle.

Icy Wrath **Level 17 Brute**
Large natural animate (cold, construct) XP 1,600

Initiative +14 **Senses** Perception +14; tremorsense 5
HP 208; **Bloodied** 104; see also *burst of wrath*
AC 29; **Fortitude** 29, **Reflex** 27, **Will** 27
Immune poison; **Resist** 20 cold
Speed 10

Slam (standard; at-will) ✦ **Cold**
Reach 2; +21 vs. AC; 3d6 + 10 damage, and the target takes ongoing 5 cold damage and is slowed (save ends both); see also *burst of wrath*.

Burst of Wrath (free, when the icy wrath hits a target with its slam attack; recharges when first bloodied) ✦ **Cold**
Close burst 6; +19 vs. Reflex; 3d6 + 10 cold damage, and the target takes ongoing 5 cold damage and its cold resistance is negated (save ends both).

Alignment Unaligned **Languages** –
Str 30 (+18) **Dex** 22 (+14) **Wis** 22 (+14)
Con 28 (+17) **Int** 9 (+7) **Cha** 12 (+9)

Icy Wrath Tactics

This entity's edges are blurred, though, and its details obscured, like a distant dragon seen through a light fog. It blasts enemies with cold, slowing them and softening them up for its white dragon master's assault.

Primal Storm, blue dragon **Level 20 Artillery**
Large natural animate (construct) XP 2,800

Initiative +18 **Senses** Perception +14; tremorsense 5
HP 146; **Bloodied** 73
AC 32; **Fortitude** 30, **Reflex** 32, **Will** 30
Immune poison; **Resist** 30 lightning
Speed 10, fly 4

Slam (standard; at-will) ✦ **Lightning**
Reach 2; +26 vs. AC; 2d8 + 8 lightning damage.

Storm Bolt (standard; at-will) ✦ **Lightning**
The primal storm targets up to three creatures; the first target must be within 20 squares of the primal storm, the second target within 10 squares of the first, and the third target within 10 squares of the second; +25 vs. Reflex; 2d6 + 8 lightning damage, and the target is dazed until the end of its next turn. *Miss:* Half damage, and the target is not dazed.

Lightning Step (standard; recharge ⁞⁞) ✦ **Lightning, Teleportation**
Close burst 2; +21 vs. Reflex; 2d6 + 8 lightning damage, and the target is dazed until the end of its next turn. *Miss:* Half damage, and the target is not dazed. *Effect:* The primal storm teleports 8 squares after making this attack.

Alignment Unaligned **Languages** –
Str 17 (+13) **Dex** 26 (+18) **Wis** 19 (+14)
Con 20 (+15) **Int** 7 (+8) **Cha** 7 (+8)

Primal Storm Tactics

Created by an elder blue dragon, this creature embodies the storm's rage. It launches bolt after bolt of crackling power against its foes, dashing about the battlefield and teleporting whenever possible to maintain its ranged advantage until the dragon is ready to take on the intruders.

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Burning Vortex	**Level 22 Controller**
Large natural animate (fire, construct)	XP 4,150
Initiative +21	**Senses** Perception +18; tremorsense 5
HP 207; **Bloodied** 103	
AC 36; **Fortitude** 32, **Reflex** 35, **Will** 34	
Immune poison; **Resist** 20 fire	
Speed 8, fly 10 (hover)	
⨺ **Slam** (standard; at-will) ✦ **Fire**	
Reach 2; +27 vs. AC; 2d10 + 8 fire damage, and the target slides 3 squares.	
✧ **Firestorm** (standard; at-will) ✦ **Fire**	
Close burst 5; targets enemies; +26 vs. Fortitude; 1d10 + 4 fire damage, and the target slides 3 squares.	
✧ **Waves of Flame** (standard; encounter) ✦ **Fire**	
Close blast 5; targets enemies; +26 vs. Reflex; 2d10 + 8 fire damage, and the target is knocked prone.	
Alignment Unaligned	**Languages** –
Str 20 (+16)	**Dex** 30 (+21) **Wis** 25 (+18)
Con 23 (+17)	**Int** 9 (+10) **Cha** 12 (+12)

Burning Vortex Tactics

A burning vortex is a blazing disc spawned by an elder red dragon. It spins through the air, unleashing blasts of fiery wind that burn its foes and scatter them across the battlefield.

A clever red dragon commands its vortex follower to corral foes into a tight group and to prevent them from escaping. By forcing them into a bad position, the vortex enables a single blast of the dragon's *breath weapon* to turn an entire party of adventurers into ash.

Mindfire Miasma	**Level 27 Soldier**
Large natural animate (air, construct)	XP 11,000
Initiative +26	**Senses** Perception +20; tremorsense 5
HP 250; **Bloodied** 125	
AC 40; **Fortitude** 34, **Reflex** 40, **Will** 36	
Immune poison; **Resist** insubstantial	
Speed 8, fly 10 (hover)	
⨺ **Caustic Wisp** (standard; at-will) ✦ **Poison**	
Reach 2; +30 vs. Fortitude; 2d8 + 8 poison damage, and ongoing 10 poison damage (save ends).	
⨺ **Roiling Mindfire** (standard; recharge ⚅) ✦ **Poison**	
The mindfire miasma moves up to its speed + 2, and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (any enemy or ally other than its parent green dragon), the mindfire miasma makes the following attack: +30 vs. Will; 3d8 + 3 poison damage, and the target is dazed and takes a -2 penalty to charm attacks and saving throws (save ends both). The mindfire miasma must leave the space after it attacks, and must end its move in an unoccupied space.	
Alignment Unaligned	**Languages** –
Str 20 (+18)	**Dex** 32 (+24) **Wis** 25 (+20)
Con 26 (+21)	**Int** 9 (+12) **Cha** 12 (+14)

Mindfire Miasma Tactics

The living breath of an ancient green dragon, a mindfire miasma manifests itself as a ravaging cyclone of poisonous gas roiling around the battlefield spreading poison and death.

Addicted to control, an ancient green dragon positions its mindfire miasma to slow and soften intended prey. Its master views it and uses it as a blocking pawn whose special poison augments its master's already potent charm attacks.

Encounter Groups

Dragons use living breaths in conjunction with other servants or with traps to cause maximum harm to those who would invade their homes.

Level 21 Encounter (XP 16,800)

- ✦ 1 elder blue dragon (level 20 solo artillery, *MM* 79)
- ✦ 1 primal storm, blue dragon (level 20 artillery)

Take a Breath

The statistics blocks given here are based on the *breath weapons* of specific elder dragons. You can create a living breath from the *breath weapon* of any elder or older dragon. Adjust the damage type the living breath deals and to which it has resistance, and adjust its level to match that of the dragon that created it. (Chapter 10 of the *Dungeon Master's Guide* can help you with these details.)

SQUAMOUS THING

Squamous things are aberrant hybrids of dragonflesh and madness run rampant. Sages guess they have a connection to gibbering beasts (*Monster Manual*, page 126), though squamous things are even more hideous and deadly. All agree that their mere existence is proof that the cosmos is not only incomprehensible to mortal minds, but also actively malicious.

A squamous thing is an amorphous mass of scales, mouths, fangs, and reptilian eyes. The creature's mass roils with different colors and seemingly changes size and shape from moment to moment. The odor of the creature is a mix of brimstone and sweetness, musk and death. Its gaping mouths constantly issue thundering roars.

Squamous Thing Lore

A character knows the following information with a successful Arcana check.

DC 15: Sometimes the madness of the Far Realm touches the world; where such contact occurs, reality is stained. Lands where such a stain persists are sometimes referred to as cerebrotic blots, where madness holds sway. From them squamous things crawl forth, perhaps the spawn of dragons that maintained their lairs too close to the tainted land's terrible core.

DC 20: Squamous things continually emit terrifying roars, which terrify and confuse nearby creatures. Occasionally, one of these horrors utters an intelligible word or phrase in Draconic or Far Speech, mingled with the insane roaring. The word or phrase could be a clue or warning, or it could be of no importance whatsoever.

DC 25: Squamous spitters roam widely, eating anything they can catch, though sometimes one remains in a location for months or even years before moving on. Squamous spewers are more likely to remain in one place, dwelling in ruined or subterranean areas. Sometimes a spewer lingers near the cerebrotic blot that birthed it.

DC 30: The nature of squamous spewers draws lesser creatures to them, as if in worship. Although they appear insane, these horrors might serve a deeper malign purpose.

Squamous Spitter	**Level 15 Solo Soldier**
Large aberrant magical beast (dragon)	XP 6,000
Initiative +13	**Senses** Perception +10; all-around vision, darkvision
Frightful Cacophony (**Fear**) aura 3; any enemy within the aura that is taking ongoing psychic damage is pushed 3 squares.	
HP 755; **Bloodied** 377; see also *bloodied breath*	
AC 34; **Fortitude** 32, **Reflex** 29, **Will** 28	
Resist 10 variable (2/encounter; *MM* 282)	
Saving Throws +5	
Speed 6, burrow 3	
Action Points 2	
Bite (standard; at-will) ✦ **Psychic**	
Reach 2; +22 vs. AC; 2d8 + 7 psychic damage, and ongoing 5 psychic damage (save ends).	
Spew Fangs (standard; at-will)	
Ranged 8; +21 vs. AC; 2d8 + 8 damage.	
Triple Attack (standard; at-will) ✦ **Psychic**	
The spitter makes three bite attacks.	
Far Stare (immediate reaction, when an enemy attacks the spitter; at-will) ✦ **Psychic**	
The spitter locks eyes with the triggering enemy: ranged 5; +20 vs. Will; 2d10 + 7 psychic damage, and the target is knocked prone. This attack does not provoke opportunity attacks.	
Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Psychic**	
Close blast 5; +20 vs. Reflex; 2d12 + 6 psychic damage, and ongoing 5 psychic damage (save ends). *Miss:* Half damage, and no ongoing damage.	
Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**	
The spitter's *breath weapon* recharges, and the spitter uses it immediately.	
Alignment Evil	**Languages** Draconic, Far Speech
Skills Intimidate +14	
Str 24 (+14)	**Dex** 18 (+11) **Wis** 17 (+10)
Con 23 (+13)	**Int** 12 (+8) **Cha** 14 (+9)

FRANZ VOHWINKEL

Squamous Spewer	Level 22 Solo Soldier
Huge aberrant magical beast (dragon)	XP 20,750

Initiative +19 **Senses** Perception +14; all-around vision, darkvision

Frightful Cacophony (**Fear**) aura 5; any enemy within the aura that is taking ongoing psychic damage is pushed 3 squares.

HP 1,055; **Bloodied** 527; see also *bloodied breath*

AC 41; **Fortitude** 39, **Reflex** 36, **Will** 33

Resist 15 variable (2/encounter; *MM* 282)

Saving Throws +5

Speed 8, burrow 4

Action Points 2

Bite (standard; at-will) ✦ **Psychic**
Reach 3; +29 vs. AC; 2d10 + 7 psychic damage, and ongoing 5 psychic damage (save ends).

Spew Fangs (standard; at-will)
Ranged 10; +28 vs. AC; 2d10 + 10 damage.

Triple Attack (standard; at-will)
The spewer makes three bite attacks.

Far Stare (immediate reaction, when an enemy attacks the spewer; at-will) ✦ **Psychic**
The spewer locks eyes with the triggering enemy; ranged 5; +27 vs. Will; 3d10 + 9 psychic damage, and the target is pushed 1 square and knocked prone. This attack does not provoke opportunity attacks.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Psychic**
Close blast 5; +27 vs. Reflex; 3d12 + 6 psychic damage, and ongoing 5 psychic damage (save ends). *Miss:* Half damage, and no ongoing damage.

Storm of Agony (standard; recharge ⚄ ⁞⁞) ✦ **Psychic**
Close burst 10; +27 vs. Will; 3d10 + 8 psychic damage, and the target is stunned and takes ongoing 10 psychic damage (save ends).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The spewer's *breath weapon* recharges, and the spewer uses it immediately.

Alignment Evil **Languages** Draconic, Far Speech
Skills Intimidate +18

Str 29 (+20)	**Dex** 23 (+17)	**Wis** 17 (+14)
Con 27 (+19)	**Int** 17 (+14)	**Cha** 14 (+13)

Squamous Thing Tactics

On its first turn a squamous thing unleashes its *breath weapon*: a horrifying spray of half-digested previous victims that renders the target half-mad. It then spends an action point to make a *triple attack*. In the following round, it spends another action point to use *triple attack* twice in a row. Its enemies, now reeling with ongoing psychic damage, are hampered by the creature's *frightful cacophony* aura if they attempt to approach. A squamous thing uses *far stare* to respond to foes that attempt to flank it. It uses *spew fangs* against targets it can't reach, but only when it has no other more effective tactics.

Squamous things are incomprehensible, but they are not foolish. They retreat when hard pressed, attempting to escape by burrowing.

Squamous Maw	Level 10 Elite Soldier
Large aberrant magical beast (dragon)	XP 1,000

Initiative +8 **Senses** Perception +8; all-around vision, darkvision

Dreadful Cacophony (**Fear**) aura 3; any enemy within the aura that is taking ongoing psychic damage takes a -1 penalty to attack rolls.

HP 216; **Bloodied** 108; see also *bloodied breath*

AC 27; **Fortitude** 25, **Reflex** 22, **Will** 23

Resist 5 variable (1/encounter; *MM* 282)

Saving Throws +2

Speed 6, burrow 3

Action Points 1

Bite (standard; at-will) ✦ **Psychic**
Reach 2; +17 vs. AC; 2d8 + 5 psychic damage, and ongoing 5 psychic damage (save ends).

Double Attack (standard; at-will) ✦ **Psychic**
The maw makes two bite attacks.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Psychic**
Close blast 5; +15 vs. Reflex; 1d12 + 7 psychic damage, and ongoing 5 psychic damage (save ends). *Miss:* Half damage, and no ongoing damage.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The maw's *breath weapon* recharges, and the maw uses it immediately.

Mad Hunger
The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against enemies that are taking ongoing psychic damage.

Alignment Evil **Languages** Draconic, Far Speech
Skills Intimidate +11

Str 23 (+11)	**Dex** 17 (+8)	**Wis** 15 (+7)
Con 20 (+10)	**Int** 11 (+5)	**Cha** 13 (+6)

Squamous Maw Tactics

Squamous maws are usually encountered as a duo, and the two attempt to corral prey between them. A maw begins combat with its horrifying breath weapon, then moves closer and spends an action point to make a *double attack*. The more creatures it can deal ongoing psychic damage to, the more it can affect with its *mad hunger* and *dreadful cacophony*.

Encounter Groups

Squamous things are loners, but lesser creatures occasionally accompany them, either as cult worshipers or opportunistic scavengers. The aberrants might tolerate such hangers-on for months before inevitably turning on them, consuming them for no apparent reason.

Level 10 Encounter (XP 2,900)
- ✦ 2 squamous maws (level 10 elite soldier)
- ✦ 1 gibbering mouther (level 10 controller)

Level 17 Encounter (XP 7,600)
- ✦ 1 squamous spitter (level 15 solo soldier)
- ✦ 1 aboleth lasher (level 17 brute, *MM* 8)

Dragon Hall of Fame

Over the history of the D&D game, a few great dragons have become legends among adventurers. Noted for their cruelty, their unique powers, or their sheer indestructibility, such monsters have a level of fame that transcends worlds. This section details a few such famous dragons, as well as their dark god.

Ashardalon

A traditional song called *The Coming of Ashardalon* describes the depredations of this red dragon of immense power and self-importance. Ashardalon is well known for his tenacious clasp on life, no matter his injuries and setbacks. When he was struck a mortal blow, the dragon bound a demon into his breast as a second heart. But when that too threatened to fail him, Ashardalon left the world to find the sustenance he required to live forever.

Ashardalon resembles an ancient red dragon in its prime, but certain odd features stand out. He has a demonic visage, and on his chest is a gruesome scar in the shape of a large winged humanoid—a balor. The dragon's eyes are twin beams of burning fire, and tiny bolts of lightning constantly play between his claws and fangs.

Ashardalon **Level 30 Solo Brute**
Ancient red dragon
Gargantuan natural magical beast (dragon, demon) XP 95,000

Initiative +22 **Senses** Perception +21; darkvision
Abyssal Cyclone (**Fire**) aura 5; at the start of Ashardalon's turn, any creature within the aura takes 20 fire damage and is pulled 3 squares.
HP 1,660; **Bloodied** 830; see also *bloodied breath* and *death burst*
Regeneration 20
AC 46; **Fortitude** 48, **Reflex** 42, **Will** 43
Resist 40 fire
Saving Throws +5
Speed 12, fly 12 (hover), overland flight 15
Action Points 2

Bite (standard; at-will) ✦ **Fire**
Reach 4; +35 vs. AC; 4d12 + 12 fire damage.

Claw (standard; at-will)
Reach 4; +35 vs. AC; 3d12 + 12 damage. This attack scores a critical hit on a roll of 18, 19, or 20 (a roll of 18 or 19 is not an automatic hit, however).

Demonic Fury (standard; at-will)
Ashardalon makes two claw attacks and one bite attack.

Tail Strike (immediate reaction, when an enemy moves to a position where it flanks Ashardalon; at-will)
Ashardalon attacks the triggering enemy with his tail: reach 4; +32 vs. Reflex; 6d10 + 12 damage, and the target is pushed 3 squares.

Abyssal Torrent (standard; recharge ⚄ ⚅) ✦ **Fire**
Close burst 5; +33 vs. Fortitude; 6d10 + 10 fire damage, and the target slides 5 squares and is immobilized (save ends).

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Fire**
Close blast 5; +33 vs. Reflex; 8d12 + 10 fire damage, and Ashardalon makes a secondary attack against the same target. *Secondary Attack:* +33 vs. Fortitude; the target's fire resistance is negated until the end of the encounter. *Miss:* Half damage, and no secondary attack.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Psychic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Dominating Presence (standard; encounter) ✦ **Charm**
Close burst 10; targets enemies; +35 vs. Will; the target is dominated until the end of Ashardalon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Death Burst (when reduced to 0 hit points) ✦ **Fire**
Ashardalon explodes in a burst of flame; close burst 10; +33 vs. Reflex; 4d10 + 15 fire damage. *Miss:* Half damage. In addition, a balor appears in part of the space formerly occupied by Ashardalon.

Alignment Evil **Languages** Common, Draconic
Skills Bluff +24, Insight +26, Intimidate +24
Str 34 (+27) **Dex** 25 (+22) **Wis** 22 (+21)
Con 30 (+25) **Int** 22 (+21) **Cha** 19 (+19)

Ashardalon Lore

A character knows the following information with a successful Arcana or History check.

DC 15: Ashardalon's rampages brought sorrow and misery to the land. The red dragon was worshiped by a cult that built a citadel for the great wyrm to serve as his lair. But foes sunk the dragon's citadel to sunless depths beneath the earth, destroying the cult and dealing Ashardalon a mortal injury.

DC 20: Remnants of the cult survived this disaster, and it reconstituted itself around a relic of its dragon liege: Ashardalon's heart. With a magic born of equal parts skill, faith, and desperation, the cultists rekindled the heart—but not to life. The ritual infused it with the energy of the Shadowfell and transformed it, reborn in undead darkness, into the center of faith

Nightfang Spire

Some sages and adventurers are aware of Nightfang Spire, where the remnant of Ashardalon's cult yet keeps its faith alive, worshiping the undead heart of Ashardalon. Stories paint a picture of a tower overrun by undead, former cultists that linger despite their dragon lord's departure. The cultists are led by a vampire named Gulthias, whose single-minded dedication to the memory of Ashardalon keeps the residents of the tower—including the heart—animate and instilled with a sense of purpose. Gulthias, growing more and more desperate, has initiated the mass sacrifice of nearby villages and cities to attract the attention of Ashardalon. No matter what atrocities Gulthias commits, though, Ashardalon is unlikely to return to his undead heart and his followers.

and necromantic power for the cult. The cultists hoped to call back Ashardalon, but the dragon never answered their summons.

DC 25: Ashardalon received a blow so grievous that his heart was damaged beyond repair. The dragon, calling on all his craft and knowledge of ancient rituals, managed to replace his heart with a magically bound demon—no less than a balor, named Ammet. But so terrible was Ashardalon's wound that even Ammet's enchanted labor began to fail the dragon's body. Ashardalon began to search for a source of life energy so pure that nothing could ever again threaten to kill him.

DC 30: Ashardalon's lair is a mysterious domain in the Astral Sea called the Bastion of Unborn Souls. Claims that the Bastion is a font of preincarnate souls are derided as improbable. Still, the Bastion's crystalline trees sprout soullike manifestations like brilliant points of light. When "ripe," they fall from the trees and flow away, possibly to incarnate as living creatures. Whatever the truth, each point of light is a source of life and energy to a creature that consumes it. Ashardalon has ensconced himself in the center of the Bastion, bathed in a stream of raw soulstuff to keep his faltering life steady. Like a boulder in a stream, the dragon's body interrupts the flow, which beads across him like water.

DC 35: Creatures who stay within the confines of the Bastion of Unborn Souls do not noticeably age—the raw soulstuff keeps them young and vibrant. Ashardalon could conceivably live forever here. If indeed its points of light are preincarnate souls, creatures of the world might be born as soulless husks, shambling vestiges of what they might otherwise be, and open to malign influence.

Tactics

Ashardalon flies into combat and releases his *breath weapon*, then spends an action point to use *demonic fury*. On the following round, he spends another action point to use *dominating presence*. Afterward, he continues to make melee attacks, unleashing an *abyssal torrent* whenever he gets the opportunity.

Ashardalon knows that if he is killed, the balor in his breast will have its freedom, so when he becomes bloodied, he warns his foes: "Fools! Kill me, and you release Ammet, Eater of Souls!"

TARA RUEPING

Encounter Groups

Adventurers might encounter Gulthias and his minions in Nightfang Spire or, if they are bold, confront Ashardalon in the Bastion.

Level 12 Encounter (XP 3,400)
- Gulthias, vampire lord (level 11 elite skirmisher)
- 1 skull lord (level 10 artillery, *MM* 236)
- 8 vampire spawn bloodhunters (level 10 minion, *MM* 259)
- 2 zombie hulks (level 8 brute, *MM* 275)

Level 33 Encounter (XP 170,000)
- Ashardalon (level 30 solo brute)
- 1 dragonborn annihilator (level 29 solo soldier, page 216)

Sunless Citadel

Ashardalon was a creature of great fury and power even before he achieved his legendary status or gathered a cult following. Indeed, at least a century prior to the wound that ultimately paved the way for his demonic heart, he and his red dragon mate hunted a lush green land called the Golden Plain. The Golden Plain was ruled by a human king who dwelt in a many-towered fortress. As Ashardalon grew more reckless with his power, he came into direct conflict with the kingdom and its king. Thinking to show the dragon a monarch's true might, the king sent a secret force of his knights to slay Ashardalon's mate. Upon learning of his mate's death, Ashardalon went on a rampage so fierce and so extended that the land itself finally buckled, pulling the king's fortress beneath the ground. The once-lush region was renamed the Ashen Plain, and the fortress was rechristened the Sunless Citadel. In this sunken castle, Ashardalon's first followers came to revere him.

CYAN BLOODBANE

Of all the green dragons that have ever lived, few are as despised as Cyan Bloodbane. Gifted with a keen intellect and a knack for manipulation that far outstripped the cunning of his peers, he exploited his talents to advance his standing in the eyes of his dread mistress, Tiamat.

Cyan is exceptionally selfish, capable of any malicious act to further his agenda and to improve his prestige with the Dark Lady. Above all, Cyan detests humanoids, seeing them as weak and unworthy. He takes special pleasure in tormenting elves, wrecking their minds with his filthy whispers.

Massive yet sleek, powerful but with slender limbs and a long, thin neck, Cyan Bloodbane has more in common physically with a mirage dragon than he does with a typical green dragon. His appearance might lead an observer to think him sickly or weak—a mistake any individual makes only once. Cyan's scales darken toward the middle of his back, giving way to light green and brown bands across his middle. He has no flared ridge, his head instead smooth and snakelike. Barbels hang like whiskers from his snout and chin, delicate sensory organs designed to help scent enemies and food. His eyes are black except in the presence of light, when they reveal a reddish hue that speaks to his wickedness.

Cyan Bloodbane **Level 23 Solo Controller**
Elder green dragon
Huge natural magical beast (dragon) XP 25,500

Initiative +18 **Senses** Perception +21; darkvision
Nightmares Given Form (Fear, Psychic) aura 5; at the start of Cyan's turn, any creature within the aura takes 10 psychic damage and slides 2 squares. In addition, creatures within the aura do not have line of sight or line of effect to anything outside it.
HP 1,070; **Bloodied** 535; see also *bloodied breath*
AC 40; **Fortitude** 35, **Reflex** 38, **Will** 39
Resist 30 poison
Saving Throws +5
Speed 10, fly 14 (hover), overland flight 20
Action Points 2

Bite (standard; at-will) ✦ **Poison**
Reach 3; +27 vs. AC; 2d6 + 7 damage, and ongoing 10 poison damage (save ends).

Claw (standard; at-will)
Reach 3; +27 vs. AC; 1d12 + 7 damage.

Double Attack (standard; at-will)
Cyan makes two claw attacks.

Tail Sweep (immediate reaction, when an adjacent enemy does not move on its turn; at-will)
+27 vs. Reflex; 2d10 + 7 damage, and the triggering enemy is knocked prone.

Dominating Gaze (standard; at-will) ✦ **Charm, Gaze**
Ranged 5; +27 vs. Will; the target is dominated (save ends). Cyan can dominate only one creature at a time.

Luring Glare (minor; at-will) ✦ **Charm, Gaze**
Ranged 10; +27 vs. Will; the target slides 3 squares.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Poison, Psychic**
Close blast 10; +27 vs. Fortitude; 3d10 + 6 poison damage, and the target takes ongoing 10 psychic damage and a -2 penalty to Will defense (save ends both). *Aftereffect:* The target is weakened (save ends).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Poison, Psychic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +27 vs. Will; the target is stunned until the end of Cyan's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil **Languages** Draconic, Elven
Skills Bluff +24, Diplomacy +24, Insight +21, Intimidate +24

Str 19 (+15)	**Dex** 24 (+18)	**Wis** 21 (+16)
Con 22 (+17)	**Int** 28 (+20)	**Cha** 26 (+19)

Cyan Bloodbane Lore

A character knows the following information with a successful Arcana or History check.

DC 15: Though he is believed to be long dead, Cyan Bloodbane remains a dark presence in the minds and hearts of elves, evoking terror with the mere whisper of his name. Elves follow up on even sketchy rumors to ensure that their great enemy never returns to their lands.

DC 20: Cyan's unsavory reputation stems from his part in the first movements of an old war between the forces of Tiamat and her longtime enemy Bahamut. He did not want to be involved in the brimming conflict but knew his reluctance would mean his destruction: If Tiamat won, she would punish those who failed her, and if Bahamut proved victorious, no place would be safe for chromatic dragons. Rather than endure the pain and agony of war, he sought other means to aid his queen.

DC 25: The opportunity Cyan sought was revealed when an old elf king, fearing that the conflict would spill into his ancient woodland nation, turned to an

THE ORIGIN OF CYAN BLOODBANE

Cyan Bloodbane is a major villain in the Dragonlance® novel *Dragons of Winter Night*. He unleashed the nightmares of Lorac Caladon and nearly destroyed Krynn's ancient elven nation of Silvanesti. Defeated by the Heroes of the Lance, Cyan Bloodbane escaped and continued as a force of evil and destruction until he was eventually brought down by Silvanesti arrows.

Cyan remains the most well-known green dragon in the Dungeons & Dragons game. The information presented here allows you to insert this dragon into your campaign, regardless of setting.

SAM WOOD

artifact of great power: an *Orb of Dragonkind*. By using the *Orb*, he called on Cyan to attend the elf leader. Cyan could have killed the desperate elf, and in doing so could have weakened his people enough to make them vulnerable to attack, but the dragon had other plans.

DC 30: Cyan seduced the old king, whispering venomous advice backed by empty promises and false hopes. He offered to help the king protect his people and suggested that the lord unleash the magic of the artifact. In doing so, the elf king suffused his land with raw power and became a prisoner of the dragon's poisonous lies. Cyan twisted the king's mind, forcing him to shape the magic into his deepest fears and transform his ancient kingdom into a land of terrifying nightmares.

DC 35: Before Cyan could complete his work, a group of heroes battled through the shades of the elf king's fears and defeated him. The dragon escaped, though, and harbors a burning hatred for the heroes who beat him and for the elves who escaped his evil.

Tactics

Cyan epitomizes green dragon slyness, avoiding direct combat and favoring subterfuge and misdirection to mislead his foes by contaminating their minds. He approaches every battle with caution, though the prospect of killing elves might overcome such perspicacity.

When facing significant numbers, he uses his *frightful presence* to incapacitate and weaken lesser opponents and then *luring glare* to pull a soft target such as a controller or striker into bite range. He expends action points to hit foes with his *breath weapon*, and while its effect destroys their minds, he turns his attention to any who resisted the initial assault.

As the combat unfolds, Cyan uses his *breath weapon* whenever he can and reserves his bite attacks for those he pulls into reach. If hard-pressed by defenders and leaders, he relies on *nightmares given form*, awakening his enemies' worst fears to erode their wills and weaken their resolve while he deals with the most dangerous. Cyan fights as long as he must, but he's no fool; if the situation looks grim, he flies away to safety.

Encounter Groups

Cyan Bloodbane has no love for the contests between dragons and avoids confrontations with his kin. On occasion, he might ally with an archmage or a similar powerful mortal as long as it supports his own goals. Such arrangements rarely last for long—Cyan is a treacherous creature who betrays an ally in an instant for a better bargain.

In recent years, Cyan has begun to attract followers, some who have found him and taken instructions directly from the green dragon, and others who know of Cyan only from stories but who wish to become associated with such a great power nonetheless. In most cases, green dragons are the nucleus of such groups.

Level 7 Encounter (XP 1,525)
- 1 young green dragon (level 5 solo skirmisher, *MM* 80)
- 2 kobold hobbler decoys (level 4 skirmisher, page 224)
- 1 kobold wyrmwarped atrocity (level 4 brute, page 225)

Level 13 Encounter (XP 4,900)
- 1 adult green dragon (level 12 solo controller, *MM* 80)
- 2 banshrae warriors (level 12 skirmisher, *MM* 25)

Level 24 Encounter (XP 31,100)
- Cyan Bloodbane (level 23 solo controller)
- 1 black slaad (level 20 skirmisher, *MM* 239)
- 1 rot harbinger (level 20 soldier, *MM* 223)

DRAGOTHA

In the shadow of fabled White Plume Mountain lies a dismal land, a blighted place of gnarled trees, bone fields, and roaming, hungry undead. The foul taint staining this region originates in the lair of a loathsome creature whose name inspires terror in even the boldest of heroes: Dragotha, the Death Dragon.

Little remains of Dragotha's flesh to indicate that this undead horror was once a red dragon. Twin horns snake from the back of its skull; smaller ones are blackened by flame, cracked, splintered, or missing altogether, leaving dark holes that now hold only burrowing parasites. Tattered membranes clothe its wings while mummified tissue clings to its tail and massive rib cage. Webs hang from its frame while bright green maggots squirm in its joints. If the presence of this massive skeletal dragon were not enough, Dragotha's baleful blue stare radiates all the malice and evil that fuels this undead monstrosity. To behold it is to see death.

Dragotha **Level 31 Solo Controller**
Ancient dracolich
Gargantuan natural magical beast (dragon, undead) XP 115,000

Initiative +23 **Senses** Perception +24; darkvision
Necromantic Link (Healing, Necrotic) aura 5; any living creature that enters the aura or starts its turn in the aura takes 20 necrotic damage. For each creature that takes damage from his aura, Dragotha regains 5 hit points.
HP 1,430; **Bloodied** 715; see also *bloodied death*
AC 48; **Fortitude** 46, **Reflex** 46, **Will** 46
Immune disease, fear, poison; **Resist** 30 necrotic; **Vulnerable** 10 radiant
Saving Throws +5
Speed 8, fly 10, overland flight 16
Action Points 2

Bite (standard; at-will)
Reach 4; +38 vs. AC; 2d10 + 11 damage.

Claw (standard; at-will) ✦ **Necrotic**
Reach 4; +38 vs. AC; 1d10 + 11 damage, and Dragotha makes a secondary attack against the same target. *Secondary Attack:* +36 vs. Fortitude; 2d12 + 5 necrotic damage, and the target is weakened (save ends).

Fury of Tooth and Claw (standard; encounter)
Dragotha makes two claw attacks and one bite attack.

Dragotha's Contempt (standard; recharge ⚄ ⚅) ✦ **Necrotic**
Ranged 10; +36 vs. Will; the target is pushed 1 square and is stunned (save ends). *Aftereffect:* The target takes 20 necrotic damage and is weakened (save ends both).

Dragotha's Curse (minor; at-will)
Ranged 10; automatic hit; the target provokes opportunity attacks when it shifts (save ends).

Breath Weapon (standard; encounter) ✦ **Cold, Fire, Poison**
Close blast 10; +36 vs. Reflex; 3d12 + 11 cold, fire, and poison damage, and the target loses one healing surge. *Miss:* Half damage, and the target does not lose a healing surge.

Recover Breath (standard; encounter)
Dragotha recharges its *breath weapon*.

Death Wind (standard; encounter) ✦ **Necrotic**
Close blast 10; +34 vs. Fortitude; 3d12 + 11 necrotic damage, and ongoing 10 necrotic damage (save ends), and the target's necrotic resistance is negated until the end of the encounter.

Bloodied Death (free, when first bloodied; encounter) ✦ **Necrotic**
Dragotha's *death wind* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 20; targets enemies; +36 vs. Will; the target is stunned until the end of Dragotha's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Mesmerizing Glare (immediate interrupt, when an enemy makes a melee attack against Dragotha; at-will) ✦ **Fear**
Close blast 3; +36 vs. Will; the target is immobilized and takes a -4 penalty to attack rolls until end of Dragotha's next turn. *Miss:* The target takes a -4 penalty to attack rolls until end of Dragotha's next turn.

Alignment Evil **Languages** Common, Draconic
Skills Arcana +31, Endurance +30, History +31, Insight +29, Intimidate +31, Religion +31
Str 33 (+26) **Dex** 26 (+23) **Wis** 28 (+24)
Con 30 (+25) **Int** 32 (+26) **Cha** 32 (+26)

Dragotha Lore

A character knows the following information with a successful Arcana or History check.

DC 15: Dragotha embodies the perfect fusion of dragon and undead,. Such is Dragotha's reputation that this dracolich has acquired misguided cultists who erect shrines in the wreckage of its domain. Since the undead dragon rarely has use for living servants, these feckless acolytes receive the curse of undeath as their reward for constant service.

DC 20: Ages ago, Dragotha was a celebrated consort of Tiamat, a mighty red dragon chosen for his strength and cunning, as well as unswerving loyalty to his mistress. He was dutiful and felt an earnest affection for the god, sparing him her wrath far longer than any other consort. For all the Dark Lady doted on Dragotha, though, he had little protection from ambitious dragons that craved his vaunted position. Through his long years, he squared off against numerous dragon ascendants, each more powerful than the last.

DC 25: Dragotha's fall came when a vicious dragon challenged him. He dealt with the upstart as he had others, tearing out its throat and devouring its heart. Unknown to him, his rival was the son of Tiamat, whose death enraged his mistress. Realizing his doom was at hand, Dragotha fled Tiamat's realm to find refuge in the mortal world. Even far from cruel talons of his former lover, he knew her servants would find him—and when they did, they would kill him.

DC 30: Dragotha sought out a powerful priest of the death god, a vile human named Kyuss, who promised immortality in exchange for the dragon's service.

Dragotha agreed, and not long afterward, Tiamat's spawn descended on him and killed him. As the dragon lay, broken and dying, Kyuss made good on his vow. Instead of restoring him to life, however, Kyuss transformed Dragotha into a terrifying dracolich.

DC 35: After this final betrayal, Dragotha withdrew to a hidden cave, contaminating the lands around. Hoarding treasures in the endless depths, the great monster rarely stirs these days. Rumor holds that the dracolich was drawn out of its lair once when adventurers breached the dungeons of White Plume Mountain, and again when Kyuss's cultists sought to elevate the undead priest to godhood.

Tactics

Dragotha strikes quickly to maim and incapacitate victims. At the first sign of intruders, it takes to the air, blasting its foes with its *breath weapon*. It then spends an action point to vomit *death wind* over the same enemies, followed by *Dragotha's curse* against the least damaged striker to ensure that the agile adversary doesn't slip past the dragon's vicious fangs.

In the next round, Dragotha recharges its *breath weapon* and spends its second action point to breathe again, all the while keeping in the air. Against foes that have dangerous ranged attacks, Dragotha descends and uses *frightful presence* to stun them, followed up by *fury of tooth and claw*. Over the following rounds, Dragotha toys with its foes, using *mesmerizing glare* to set up attacks against those reckless enough to face it in melee, and *Dragotha's contempt* to worry those too craven to close. Against powerful foes, Dragotha might reserve an action point to aid escape, but overconfidence is the one weakness of this dracolich.

Encounter Groups

The entrance to Dragotha's lair is rarely used, being overgrown by tough brambles and crawling with ghouls, wights, and worse. Beyond this narrow entrance lies an enormous dungeon descending miles into the earth, home to hideous aberrant creatures and legions of undead. Navigating these tunnels is as perilous as facing the Death Dragon.

Level 32 Encounter (XP 143,000)
- Dragotha (level 31 solo controller)
- 4 dread wraiths (level 25 lurker, *MM* 267)

Unholy War

As powerful as Dragotha is, its most hated enemies are even more so. If there are two beings in the world—nay, all the worlds—whom Dragotha can be said to despise above all others, they would be Tiamat, the Queen of Dragons, and Kyuss, the Worm That Walks. The former is a goddess; the latter an undead priest of horrific might, not a god yet but very nearly as potent. Both granted Dragotha great power, great authority—and both ultimately betrayed him, leading him to his current, abhorrent state.

Many of Dragotha's current schemes are devoted to wreaking horrible vengeance upon those who turned on him—and yet the undead dragon is nothing if not cunning and oh, so patient. At times the dracolich has masqueraded as a loyal servant to both entities, most recently taking part in a convoluted scheme intended to grant Kyuss true godhood. Though it led the Worm that Walks to believe that its service was genuine, Dragotha sought only to grow close enough to Kyuss to slay the vile priest. It hopes for the opportunity to commit deicide against Tiamat as well, though it is unsure how. Some sages speculate that it seeks to usurp her place as a god of dragons, but Dragotha—though ambitious—currently shows no signs of any such objective. Lately, Dragotha has contemplated turning the followers of Tiamat and Kyuss against each other, but as yet hasn't come up with a viable way of going about it.

Because of this burning hatred it holds for two beings of ultimate evil, Dragotha could potentially wind up allied even with good-aligned PCs, if their objectives overlap with its own. Anyone who proves worthy, and demonstrates the willingness to take on either the worshipers of Tiamat or the mad cults of Kyuss, attracts Dragotha's interest.

ANDREW MURRAY

GULGOL

Deep in the swamps of a marshy isthmus the size of a small continent, a self-proclaimed god who calls herself the Lizard Queen demands worship from the native lizardfolk and tribute from all others.

This ponderous beast is unlike any black dragon known to adventurers or sages. Others of her kind are sinuous and slender, with low-slung bodies, but Gulgol is a massive, corpulent creature. Leathery flesh bulges between scales that never grew sufficiently to cover her astonishing bulk. It hangs in rolls from her tail, from her neck, and beneath her squinting, porcine eyes. She breathes heavily with exertion, her legs bent beneath her heavy body, and her voice is a deep rasp punctuated by sharp inhalations.

Do not mistake her corpulence and pumping breath for a sign of weakness, or assume that her inherent laziness makes her an easy target. Those who do rarely survive to appreciate the magnitude of their error.

Gulgol **Level 20 Solo Brute**
Elder black dragon
Huge natural magical beast (aquatic, dragon) XP 14,000

Initiative +13 **Senses** Perception +18; darkvision
HP 1,190; **Bloodied** 595; see also *bloodied breath*
AC 38; **Fortitude** 35, **Reflex** 28, **Will** 35
Resist 25 acid
Saving Throws +5
Speed 8, fly 8 (hover), overland flight 16, swim 9
Action Points 2

Bite (standard; at-will) ✦ **Acid**
Reach 3; +23 vs. AC; 5d6 + 6 damage, and ongoing 10 acid damage (save ends).

Claw (standard; at-will)
Reach 3; +23 vs. AC; 5d6 + 6 damage.

Double Attack (standard; at-will)
Gulgol makes two claw attacks.

Tail Slash (immediate reaction, when an enemy misses Gulgol with a melee attack; at-will)
Gulgol attacks the triggering enemy; reach 3; +23 vs. AC; 3d12 + 6 damage, and the target is pushed 2 squares.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Acid**
Close blast 5; +21 vs. Reflex; 4d10 + 9 acid damage, and the target takes ongoing 20 acid damage and a -4 penalty to AC (save ends both).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Acid**
Gulgol's *breath weapon* recharges, and the dragon uses it immediately.

Fog of Obedience (standard; recharge ⚄ ⚄ ⚅) ✦ **Charm**
Close burst 2; +21 vs. Will; on its next turn, the target must make a melee or ranged basic attack against the last creature to attack Gulgol. If no creature attacked Gulgol in the previous round, the target instead loses its standard action. *Miss:* The target is dazed until the end of Gulgol's next turn.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +21 vs. Will; the target is stunned until the end of Gulgol's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Vitriolic Spray (standard; recharge ⚄ ⚅) ✦ **Acid**
Close blast 5; +21 vs. Reflex; 3d10 + 9 acid damage, and the target is blinded until the end of Gulgol's next turn (on a critical hit, save ends instead). *Miss:* Half damage, and the target is not blinded.

Alignment Evil **Languages** Common, Draconic, Elven, Giant, Primordial
Skills Intimidate +20, Nature +18

Str 22 (+16)	**Dex** 17 (+13)	**Wis** 17 (+13)
Con 28 (+19)	**Int** 18 (+14)	**Cha** 21 (+15)

Gulgol Lore

A character knows the following information with a successful Arcana or History check.

DC 15: Gulgol is a great black dragon that dwells in the depths of the Fenreach. Gulgol has dwelt in the swamp for several centuries. She eventually grew to dominance over the rest of her clutch, and rumor has it she consumed her siblings.

DC 20: The swamp's lizardfolk and other tribes consider Gulgol a god, serving her fanatically. Communities of the swamp must send her tribute or be raided by her followers, and travelers who grow lost in the Fenreach must choose whether to be enslaved or eaten, unless they are rich enough to buy their freedom. She insists on being addressed as "Queen Gulgol" or "Your Majesty." Anything less is an insult, and those who offend Gulgol become her next meal.

DC 25: Gulgol's zealous followers include a coven of bog hags—named Zunuris, Ilbotha, and Shenvush—and their servitor trolls; a tribe of savage humans and their clutch of semitrained fen hydras; and a tribe of blackscale lizardfolk whose name translates loosely

The Fenreach

The distant Fenreach is an isthmus that connects two great landmasses. It is nearly the size of a small continent and is covered by deep swamp and marshy forest. Several rivers run through it, allowing merchant vessels to travel across the Fenreach rather than circumnavigating the continents, but these waterways are tricky, hidden, and impassable without the services of native guides whose services do not come cheap. The humanoid inhabitants of the Fenreach dwell in small villages built on hummocks, or in trading stations constructed in the wrecks of ships.

Life here is hard: sweltering, vermin-ridden, waterlogged, and beset by hunger and plague. Further, the people here must deal constantly with lizardfolk, yuan-ti, hideous reptiles, and even undead. And worse than them all, spoken of only in hushed whispers and bedtime tales meant to frighten children, is Queen Gulgol, self-proclaimed god of the swamp and all who dwell within.

A character knows this information with a successful DC 20 History or Nature check.

as "Broken Fang Tears Violently." Her vizier is a guardian naga named Alhashna, and her other three closest advisors are a trio of yuan-ti malison incanters who believe Gulgol to be favored by the serpent-god Zehir.

DC 30: Gulgol is known as lazy and gluttonous, not only to those who have studied her but to other dragons as well. She is amazingly obese for a dragon and refuses to expend any unnecessary effort; her worshipers' duties include delivering all her meals and comforts. She is less agile than other black dragons but is nevertheless powerful, and she can exert herself if need be.

DC 35: Through centuries of practice and the study of draconic magic, the Lizard Queen has altered her innate abilities. She has acquired the power to force a measure of obedience from all around her.

Tactics

Gulgol is a straightforward combatant, eschewing stealth for brute force. She normally begins with *frightful presence*—she loves watching others cower. She spends an action point to use either her *breath weapon* or *fog of obedience*, depending on how many melee combatants are near her. Although she can use *fog of obedience* more than once per combat, she rarely bothers to do so, preferring tactics that deal more damage. She favors tearing into foes with her teeth and claws over using *vitriolic spray*, though she resorts to the latter at need.

Encounter Groups

Encounters with Gulgol take place in her court: a cave in the side of an overgrown and mossy hill that overlooks a bowl-shaped depression in the swamp. Even if adventurers manage to find the spot, they must either fight or talk their way through an army of blackscale lizardfolk and a hydra guardian, plus at least one of the yuan-ti. Even if Gulgol deigns to grant an audience, she does not allow outsiders into her cave, but heaves her great bulk out to the opening, looking down upon petitioners in the hollow.

Level 22 Encounter (XP 23,000)

- Gulgol (level 20 solo brute)
- Alhashna, guardian naga (level 12 elite artillery, *MM* 194)
- 2 blackscale bruisers (level 6 elite brute, *MM* 179)
- 1 fen hydra (level 12 solo brute, *MM* 164)
- 3 yuan-ti malison incanters (level 15 artillery, *MM* 269)

The Priests of Gulgol

Although most of Gulgol's "court," and many of her followers, consider her to be royalty, a large portion of the more primitive tribes that serve her treat her as a true goddess. She is not just a secular leader to them but a truly divine entity, to whom they direct the entirety of their worship and their sacrifices—both treasure and living beings.

The bulk of these worshipers are lizardfolk from the various tribes of the Fenreach, but they also include a fair number of kobolds, trolls, hags, and yuan-ti.

Gulgol's high priest is a truly vile entity by the name of Anachthul. A yuan-ti malison incanter (*Monster Manual* 269) with the demagogue template (*Dungeon Master's Guide* 178), Anachthul and his yuan-ti and hag underpriests rule utterly over Gulgol's worshipers. Those who pay homage to the Lizard Queen are willing to die—and, far more frequently, to kill—at Anachthul's slightest word.

What none other than Gulgol and Anachthul know is that the yuan-ti cult leader is fully aware that his mistress is not a god at all. Yet he pretends to such belief, and leads others in it, as a means of keeping control over the more primitive members of Gulgol's followers. So completely has he swayed their beliefs that some among the lizardfolk and hags have even been ordained as clerics of the Lizard Queen, and their faith is strong enough that they have the same sort of divine ability as the clerics of "real" gods.

RICK SARDINHA

NEFERMANDIAS

Dry winds and hot sand sweep across a once-fertile land. Prehistoric ruins and mighty monuments emerge from the desert like the grasping fingers of a buried corpse. Here, in what had been one of the greatest draconic empires of the past, an ancient emperor and the last of his line refuse to let go.

Nefermandias, often referred to as the Forsaken Pharaoh, is an enormous, writhing wyrm of ancient knowledge and boundless rage. He is longer and larger than other ancient brown dragons, but his great age wears on him. His torso and limbs have grown gaunt, his eyes locked in a perpetual squint. His scales have faded to a dull and dirty yellow, and he carries with him the odors of baking sand and lingering death. Yet Nefermandias is driven by a will older than mortals can imagine, and a wrathful frustration as unquenchable as the sun. Though impossibly old, he is one of the mightiest dragons that still draws breath.

Nefermandias **Level 31 Solo Artillery (Leader)**
Ancient brown dragon
Gargantuan natural magical beast (dragon) XP 115,000

Initiative +20 **Senses** Perception +27; darkvision, tremorsense 20
Draconic Majesty aura 6; any dragon ally within the aura gains a +4 bonus to attack rolls and to all defenses.
HP 1,425; **Bloodied** 712; see also *bloodied breath*
AC 46; **Fortitude** 46, **Reflex** 40, **Will** 44
Resist 35 fire
Saving Throws +5
Speed 10, burrow 10, fly 12 (hover), overland flight 20
Action Points 2

Bite (standard; at-will) ✦ **Fire**
Reach 4; +37 vs. AC; 2d10 + 11 damage plus 6d6 fire damage, and the target is weakened (save ends). A target that is already weakened is stunned instead.

Claw (standard; at-will)
Reach 4; +37 vs. AC; 3d4 + 11 damage.

Double Attack (standard; at-will)
Nefermandias makes two claw attacks.

Breath Weapon (standard; recharge ⚄ ⁞⁞) ✦ **Fire**
Close blast 10; +36 vs. Reflex; 5d10 + 9 fire damage, and the target is blinded (save ends). *Miss:* Half damage, and the target is not blinded.

Bloodied Breath (free, when first bloodied; encounter)
Nefermandias's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +36 vs. Will; the target is stunned until the end of Nefermandias's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Horrid Wilting (standard; at-will) ✦ **Necrotic**
Close blast 5; +36 vs. Fortitude; 4d10 + 9 damage (on a critical hit, the target is also weakened; if it is already weakened, it is stunned instead).

Sandstorm (standard; encounter)
Close burst 20; targets enemies; +36 vs. Reflex; 4d10 + 11 damage, and the target slides 5 squares. This power creates an area of swirling sand that remains in place until the end of Nefermandias's next turn. The area blocks line of sight for all creatures except the dragon.

Wall of Sand (standard; recharge ⚄ ⁞⁞) ✦ **Conjuration, Fire**
Area wall 10 within 20; this power creates a wall of contiguous squares filled with swirling, superheated sand that remains in place until the end of the encounter or until it is destroyed. The wall can be up to 10 squares long and up to 3 squares high. Any creature that starts its turn adjacent to the wall takes 3d6 + 8 fire damage. The wall blocks line of sight and prevents movement.
As a standard action, a creature can attack the wall; each square has 100 hit points. Any creature that makes a melee attack against the wall takes 3d10 fire damage.

Hellish Accuracy
Nefermandias scores a critical hit on a roll of 19 or 20 with his *breath weapon, horrid wilting,* and *sandstorm* powers (a roll of 19 is not an automatic hit, however).

Majestic Presence ✦ **Fear**
An enemy cannot attack Nefermandias unless it first makes a successful DC 29 Charisma check or Nefermandias attacks that enemy first.

Alignment Evil **Languages** Common, Draconic, Giant, Primordial, Supernal
Skills Diplomacy +28, Insight +27, Intimidate +28, Nature +27
Str 33 (+26) **Dex** 20 (+20) **Wis** 25 (+22)
Con 29 (+24) **Int** 24 (+22) **Cha** 26 (+23)

MARU-QET

A character knows the following information with a successful DC 25 History or Nature check.

Located in an immense valley of lush rivers and fertile fields, this ancient nation boasted rich agriculture, great wealth, and unsurpassed military might. It thrived in the days before the rise of human culture, before the tiefling empire of Bael Turath or the dragonborn nation of Arkhosia. In Maru-Qet, ordinary humanoids were subservient to dragonspawn, dragonspawn to chromatic dragons, and dragons to the great Qetian Dynasties. These pure bloodlines of brown dragons ruled as pharaohs and as demigods, exarchs of Tiamat, for a thousand centuries.

Then it ended. The last pharaoh of Maru-Qet, unshakable in his arrogance, chose to wage war with a growing clan of catastrophic dragons that dwelled in nearby lands. He lost.

Today, Maru-Qet is a vast desert, desolate except for sporadic oases and a few militant city-states that yet linger in the wastes. These communities, and a few nomadic tribes, are all that remain of the brown dragons' kingdom—yet the Forsaken Pharaoh and his offspring, last of the great Qetian Dynasties, rule here still.

Nefermandias Lore

A character knows the following information with a successful Arcana or History check.

DC 20: The last ruler of the draconic nation of Maru-Qet was a great brown dragon called Nefermandias. He is called the Forsaken Pharaoh, for he reigned even as his nation was torn asunder, and some believe he lives still.

DC 25: Nefermandias indeed lives, ruling a clutch of offspring and devoted servants that, in turn, lord it over the few remaining city-states and tribes of what was once grand Maru-Qet. Desperate to restore his kingdom to its former glory, Nefermandias attempts to enslave any humanoid creatures who draw near. Slaves of the Forsaken Pharaoh can expect short, miserable lives; in his frustration, Nefermandias has grown cruel and vicious.

DC 30: Although it is a brutal wasteland, and those who survive its dangers might wind up as slaves or worse, Maru-Qet is also a land of forgotten treasures and ancient secrets that even Ioun or Vecna might covet. Nefermandias and his brood hold many of these, but others still remain hidden in the ruins or buried beneath the desert sands.

DC 35: Nefermandias and his offspring dwell in great pyramidal tombs, intended to serve as their homes both before and after death. These complexes are filled with traps of lethal power and intricacy.

Tactics

The draconic pharaoh uses his *breath weapon* and *horrid wilting* from a safe distance, blinding his enemies and draining the moisture from their flesh. The swirling barriers of his *wall of sand* and *sandstorm* powers control the battlefield and keep foes at a distance. If foes manage to close, he stuns them with *frightful presence*, then spends an action point to move out of melee range. He reserves his *majestic presence* for protection while retreating or to support his allies when not fighting alone.

Blades of the Pharaoh

At the height of his reign over Maru-Qet, Nefermandias created these entities to serve as soldiers and tomb guardians. With humanoid bodies but draconic heads to match the pharaoh's own, these constructs are made of sandstone frames wrapped in desiccated human flesh, with castoff brown dragon scales laid over all. These were once among the region's mightiest soldiers, and they are still quite dangerous, but the ages have taken their toll; the blades of the pharaoh have crumbled, their insides made up not of stone anymore but merely sand, and the pharaoh has either forgotten how to create them anew, or hasn't felt the need to bother.

Blade of the Pharaoh	**Level 28 Minion**
Large natural animate (construct)	XP 3,250
Initiative +20	**Senses** Perception +20; darkvision
HP 1; a missed attack never damages a minion.	
AC 42; **Fortitude** 41; **Reflex** 38; **Will** 38	
Immune disease, poison, sleep	
Speed 6	
(+) **Bronze Pike** (standard; at-will) ✦ **Weapon**	
Reach 3; +33 vs. AC; 11 damage.	
Breath of Sand (standard; encounter) ✦ **Fire**	
Close blast 5; +31 vs. Reflex; 6 fire damage.	
Special: If a target takes breath of sand damage from multiple blades in the same round, this attack has additional effects. These effects are cumulative, and each requires a separate save.	
Two Blades: Ongoing 10 fire damage (save ends).	
Three Blades: Slowed (save ends).	
Four or More Blades: Blinded (save ends).	
Alignment Unaligned	**Languages** –
Str 30 (+24)	**Dex** 23 (+20) **Wis** 23 (+20)
Con 27 (+22)	**Int** 3 (+10) **Cha** 3 (+10)

Blades of the Pharaoh Tactics

Blades begin combat with their *breath of sand*, then finish off enemies with their pikes.

Encounter Groups

Nefermandias rarely leaves his lair, other than to oversee his offspring and subordinates or when he feels the need to conduct his own hunt.

Level 33 Encounter (XP 140,000)

- ✦ Nefermandias (level 31 solo artillery)
- ✦ Sin-Hingh and Ephalses, dragonborn champions (level 26 soldier, *MM* 87)
- ✦ Rahemhotep, efreeti pyresinger (level 25 controller, *MM* 99)

ANDREW MURRAY

RIME

Inhabitants of the far-flung north fear winter for more than its freezing temperatures and the hardships the ice and snow bring. Something far darker, far deadlier than such simple troubles plagues these hardy folk. As the first freeze descends across the lands, a great beast of winter stirs. Called Rime, this ancient white dragon embodies the fury of fierce winter storms and the gnawing pain of frostbite. The reign of terror lasts throughout the cold season: Travel grinds to a halt, and residents hole up in their cellars to wait out the death that flies by night.

Rime is a magnificent specimen of her kind. Tiny spines beneath her triangular crest and spreading out from her joints superficially resemble hair, but they are sharp and jagged, perfect for catching and tearing flesh. Thick white plating protects her spine, from her crest to the tip of her tail. Her most curious feature is the mithral plating bolted onto the thick scales protecting her skull and breastbone. These plates are scored and scratched, testifying to both great age and hard use.

Rime **Level 26 Solo Brute**
Ancient white dragon
Gargantuan natural magical beast (dragon) XP 45,000

Initiative +17 **Senses** Perception +18; darkvision
Aura of Winter (Cold) aura 5; any creature that enters the aura or starts its turn in the aura takes 30 cold damage. The ground is treated as difficult terrain, and creatures flying in the area (other than Rime) move at half speed. Creatures within the aura have concealment against ranged attacks.
HP 1,500; **Bloodied** 750; see also *bloodied breath*
AC 43; **Fortitude** 43, **Reflex** 39, **Will** 38
Resist 40 cold
Saving Throws +5
Speed 9 (ice walk), fly 9 (hover), overland flight 18
Action Points 2

Bite (standard; at-will) ✦ **Cold**
Reach 4; +29 vs. AC; 1d12 + 8 damage plus 4d10 cold damage.

Claw (standard; at-will)
Reach 4; +29 vs. AC; 2d12 + 8 damage.

Fling (immediate reaction, when an enemy hits Rime with a melee attack; at-will)
Rime attacks the triggering enemy; reach 4; +27 vs. Fortitude; 2d12 + 8 damage, and the target slides 5 squares.

Rime's Fury (standard; at-will)
Rime makes two claw attacks. If she hits a single target with both claws, she pulls the target 3 squares and makes a bite attack against it.

Blizzard (standard; recharge ⚄ ⚅) ✦ **Cold**
Close burst 8; +28 vs. Fortitude; 3d10 + 10 cold damage, and the target is restrained (save ends). *Aftereffect:* The target is slowed (save ends).

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Cold**
Close blast 10; +28 vs. Fortitude; 5d10 + 10 cold damage, and the target takes a –2 penalty to attack rolls until the end of Rime's next turn. In addition, Rime makes a secondary attack against the same target. *Secondary Attack:* +28 vs. Fortitude; the target is slowed and its cold resistance is negated until the end of the encounter. *Aftereffect:* The target takes 10 cold damage.

Bloodied Breath (free, when first bloodied; encounter) ✦ **Cold**
Rime's *breath weapon* recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; +27 vs. Will; the target is stunned until the end of Rime's next turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

Alignment Unaligned **Languages** Common, Draconic
Skills Athletics +26, Nature +23

Str 27 (+21)	**Dex** 19 (+17)	**Wis** 20 (+18)
Con 30 (+23)	**Int** 15 (+15)	**Cha** 17 (+16)

Rime Lore

A character knows the following information with a successful Arcana or History check.

DC 15: Rime has plagued the north for over a century, far longer than the lifetime of anyone in those isolated communities. A few adventuring groups have come to fight the dragon, but all have vanished, with only crimson snow or a shattered sword trapped in ice to mark their fate. One group set out to find the dragon's lair during the spring thaw. A single hero returned, but frostburn had stolen all his fingers, his nose, and his ears. He died soon after, succumbing to feverish nightmares and moaning of ice demons, lost citadels, and the constant cold.

DC 20: Theories of the dragon's origin are dismissed as romantic tales or as gruesome ghost stories to keep folk vigilant. The oldest dwellers of the north might recall a bit of legend about the time before Rime's appearance, when the Empire of Nerath still stood strong and its greatest knights rode dragons into battle.

DC 25: Rime was such a steed. Formerly known as Auslief, she was a companion to a great hero known for his courage and ferocity in battle. Before the gnoll uprising that spelled the doom of old Nerath, the pair chased a vile demonologist into the frozen wastes, following him and his cultists across glaciers, up frozen mountains, to the fringes of the distant polar regions where great wintry beasts prowled the night. They cornered the villain in a forgotten fortress, where they fought desperately against suicidal cultists, ice demons, and other wicked monsters.

DC 30: The battle lasted for ten days, but in the end the knight perished, torn to pieces by savage demons. After he fell, Rime fled the horrors of the crumbling citadel. The dragon's flight did not take her far, though, since her training included fitting her with mithral plates imbued with magic to make her obedient to her rider. She struggled to escape, but the plates forced the dragon down, where she lay exposed until she gained the strength to crawl back to where her master lay.

MIGUEL COIMBRA

DC 35: Many years have passed since the death of the ancient knight, yet Rime remains bound to his corpse by the accursed mithral fused to her body. The magic that brings the dragon back to the knight has waned enough that when winter falls, Rime has the strength to fly away, hunt, and be free. Each spring, though, the magic draws her back. Rime laments her fate but, so far, has been powerless to escape it.

Tactics

When Rime emerges from her icy lair, she takes to the skies in search of prey—hapless peasants, mammoths, or adventurers. Wherever she goes, winter follows, moisture in the air crystallizing into ice and snow. Upon spotting a suitable meal, she descends until it is in range of her *breath weapon*, then unleashes a torrent of liquid ice. She then drops to the ground and uses her bite and claws to rip the prey to pieces.

When her enemies begin to recover, she whips up a *blizzard*, blanketing the area in thick snow and encasing her victims in ice. She directs her attacks at restrained targets before turning to any opponents still on their feet. Rime spends an action point for an additional use of *Rime's fury*, but she keeps her other action point in reserve in case she starts to lose. If the unthinkable happens and she becomes bloodied, she recharges her *breath weapon*, breathes again, and then spends an action point to use *frightful presence*.

Sons of Winter

Descending from those ancient cultists whom Rime fought at the wintry citadel, the sons of winter are a mad lot of deviants and freaks tainted by old magic.

Son of Winter	**Level 25 Minion**
Medium natural humanoid, human	XP 1,750
Initiative +21 **Senses** Perception +14	
Utter Cold (Cold) aura 1; any enemy within the aura gains vulnerability 5 cold.	
HP 1; a missed attack never damages a minion.	
AC 39; **Fortitude** 39, **Reflex** 37, **Will** 36	
Speed 6	
⨺ **Ice Blade** (standard; at-will) ✦ **Cold, Weapon**	
+30 vs. AC; 6 cold damage, and the target is slowed (save ends). *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends). *Second Failed Saving Throw:* The target is restrained instead of immobilized and takes ongoing 10 cold damage (save ends both).	
⇜ **Hoarfrost Eruption** (when reduced to 0 hit points) ✦ **Cold, Zone**	
The son of winter explodes in a burst of utter cold. Close burst 3; +28 vs. Fortitude; 6 cold damage, and the target is immobilized (save ends). In addition, the burst creates a zone of difficult terrain that lasts until the end of the encounter.	
Alignment Chaotic evil **Languages** Common, Draconic	
Str 26 (+20) **Dex** 25 (+19) **Wis** 14 (+14)	
Con 28 (+21) **Int** 8 (+11) **Cha** 22 (+18)	
Equipment hide armor, ice blades	

Sons of Winter Tactics

The sons of winter rush to engage their enemies, sinking their ice blades in deep to neutralize their opponents, while they erupt in brutal explosions of ice and cold when they fall victim to their enemies' attacks.

Encounter Groups

Rime is encountered outside her lair only in the winter months. For the rest of the year, she dwells in the ruined fortress, by the long-rotted remains of the knight who bound her. Descendants of the demon-worshipers she and her knight once pursued have survived here as well. An uneasy truce holds over the place: The cultists depend on the dragon to protect their home-in-exile and keep away those who would kill them for their unspeakable practices. (You can use the templates in Chapter 10 of the *Dungeon Master's Guide* to create these cultists.)

Level 27 Encounter (XP 55,500)
- Rime (level 26 solo brute)
- 6 sons of winter (level 25 minion)

Level 27 Encounter (XP 52,300)
- Rime (level 26 solo brute)
- 1 tiefling priest of Orcus (level 16 elite defender)
- 3 tiefling underpriests (level 10 defender)
- 15 human cultists (level 5 skirmisher)

Tiamat

Tiamat is the evil god of wealth, greed, and envy. She is the patron of chromatic dragons and those whose lust for wealth overrides any other goal or concern. Tiamat has five heads, each the shape and hue of that of a different chromatic dragon. Perhaps five minds drove her to madness, because Tiamat is bitter and wicked. Her story is a topic of art, myth, and legend throughout the cosmos.

A nightmarish synthesis of hatred, rage and draconic might is embodied in the huge form of a five-headed dragon. The dragon's sinuous body is powerful and thickly scaled, the color of dark wine or dried blood. Her long tail ends in a scorpion's venomous barb.

Tiamat Lore

A character knows the following information with a successful Arcana or Religion check.

DC 15: Tiamat is an evil god of wealth, greed, and envy. She urges her followers to hoard wealth and to take vengeance for every slight, and she is the patron of chromatic dragons. She is the divine example of the principle that might makes right, and that creatures should take what they desire from others; those who lack the strength to defend their possessions are not worthy to own them.

DC 20: All evil dragons, whether chromatic or otherwise, pay homage to Tiamat. Creatures other than dragons also worship Tiamat, appreciating the power of greed and the strength of pitiless action. It is said that the members of a secret order of bankers in one of the largest cities in the world have Tiamat's symbol inked on their flesh.

DC 25: Tiamat is rumored to have more than one form, including lesser versions of her full divine might. These aspects might appear as powerful versions of her chromatic children or as versions of her own five-headed form. The Chromatic Dragon is also rumored to be able to take the form of a humanoid, most often a dark-haired female mage.

DC 30: Tiamat lives in a domain on the Astral Sea called Tytherion, the Endless Night. The Endless Night is a place of gloom and lightless terror and is strongly influenced by the Shadowfell. Serpents and dragons haunt its otherworldly wilderness.

DC 35: The fortress of the Chromatic Dragon is a jagged, crown-shaped mountain redoubt. Five watchtowers, each carved to resemble the head and neck of a watchful dragon, curve up and out from the main structure. Because the fortress's primary entrance is through its roof, it is accessible only to flying creatures, such as the abishais, dragonborn, dragons, and other servitors that reside within. The secondary entrance is a cave in the sheer rock wall abutting a location called the Maggot Pit.

The fortress is at least two or three times larger within than its external appearance would suggest. Its upper floors resemble a sumptuously appointed royal castle, scaled to accommodate a dragon of Tiamat's immense size. Beneath it are miles of winding corridors and treasure caverns. Each treasure chamber in the fortress is guarded by a jealous chromatic dragon.

DC 40: Tiamat enjoys the company of consorts, powerful mortal dragons that distinguish themselves in one way or another. Her consorts are usually chromatic, but she has been known to court catastrophic, metallic, planar, and scourge dragons. Famous past consorts include Ephelomon and the now-undead Dragotha (page 236). The number of Tiamat's current consorts is unknown but might exceed five. One is not a dragon at all but a dragonborn annihilator (page 216) named Kasarus.

Tactics

Because Tiamat can act multiple times in a round and has so many action points, her tactical options

The Nature of Deities

"Deity" is a special designation reserved for creatures that are truly godlike. Put simply, deities break the rules.

- Deities always roll saving throws in response to an attack or effect that imposes a condition or deals ongoing damage, even if that effect normally does not allow a saving throw.
- A deity is an epic threat. It cannot be attacked by creatures or characters whose level is lower than 20th. It is literally beyond their capability to affect.
- Deities know Supernal, which allows them to speak and understand all languages.
- A deity is normally defeated when reduced to its bloodied value, but is not killed. Instead, the deity is discorporated: Its essence escapes, and it is unable to assume physical form for a time. The specifics are set by the DM, but discorporation lasts at least for several months, and up to three years. The deity is weaker during this time, but it is far from gone. If PCs wish to truly kill a deity, they must fulfill one or more conditions specific to that deity. This could require destroying the deity's most prominent temple, magically separating the deity's realm from the rest of creation, or finding an artifact that can deliver the killing blow. If the specific conditions are satisfied, the deity cannot discorporate and instead becomes bloodied as normal.

Tiamat **Level 35 Solo Brute**
Huge immortal magical beast (dragon) XP 235,000

Initiative see *quintuple actions* **Senses** Perception +29; darkvision
Tiamat's Aura (**Acid, Cold, Fire, Lightning, Poison**) aura 10; any creature that enters the aura or starts its turn within the aura takes 25 acid, cold, fire, lightning, and poison damage.
HP 1,610; **Bloodied** 805; see also *bloodied breath* and *discorporation*
AC 51; **Fortitude** 51, **Reflex** 48, **Will** 49
Immune attacks by creatures of lower than 20th level
Resist 15 acid, 15 cold, 15 fire, 15 lightning, 15 poison
Saving Throws +5; whenever an attack applies an effect to Tiamat that a save can end, she immediately rolls a saving throw. Tiamat also makes saving throws at the end of each of her turns as normal.
Speed 10, fly 15 (hover), teleport 5
Action Points 5; each head can use only 1 action point, and Tiamat can spend an action point only once per round.

Claw (standard; at-will) ✦ **Fire**
Reach 3; +38 vs. AC; 4d10 + 12 damage.

Tail Sting (standard; encounter) ✦ **Charm**
Reach 4; +39 vs. AC; 4d10 + 12 damage, and Tiamat makes a secondary attack against the same target. *Secondary Attack:* +42 vs. Will; the target is dominated (save ends).

Chromatic Breath (standard; recharge ⚅) ✦ **Acid, Cold, Fire, Lightning, Poison**
Can be used only after each head has acted at least once; close burst 30; +38 vs. Reflex; 10d8 acid, cold, fire, lightning, and poison damage, and the target takes ongoing 25 acid, fire, and poison damage and is slowed (save ends both). *Aftereffect:* The target is slowed (save ends).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Acid, Cold, Fire, Lightning, Poison**
Tiamat's *chromatic breath* recharges, and she uses it immediately.

Frightful Majesty (minor; encounter) ✦ **Fear**
Close burst 20; targets enemies; +38 vs. Will; the target is stunned until the end of Tiamat's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Quintuple Actions
Tiamat does not roll initiative. Her heads have set initiative counts of 45, 40, 35, 30, and 25 (Tiamat chooses the order each round). She cannot delay or ready actions. Each head can activate once per round on its initiative count to take a standard action and a minor action. Tiamat's ability to take immediate actions refreshes on each head's activation.

Discorporation
When Tiamat becomes bloodied, she discorporates and is unable to take physical form for a time.

Quintuple Brain
Each time Tiamat becomes dazed or stunned, she loses her next head activation instead. Multiple such effects do not stack.

Alignment Evil **Languages** Supernal
Skills Arcana +30, Athletics +34, Bluff +31, Diplomacy +31, Dungeoneering +29, Endurance +34, History +30, Insight +29, Intimidate +31, Religion +30

Str 34 (+29)	**Dex** 29 (+26)	**Wis** 25 (+24)
Con 34 (+29)	**Int** 26 (+25)	**Cha** 28 (+26)

Black Dragon Head Only

Vitriolic Spray (standard; at-will) ✦ **Acid**
Close blast 5; +38 vs. Reflex; 2d8+10 acid damage, and the target is blinded (save ends). *Miss:* Half damage, and the target is not blinded.

Breath Weapon (standard; encounter) ✦ **Acid**
Close blast 5; +37 vs. Reflex; 4d8 + 12 acid damage, and the target takes ongoing 30 acid damage and a -4 penalty to AC (save ends both).

Blue Dragon Head Only

Gore (standard; at-will) ✦ **Lightning**
Reach 3; +40 vs. AC; 2d8+12 damage plus 2d8 lightning damage, and the target is pushed 3 squares and knocked prone.

Breath Weapon (standard; encounter) ✦ **Lightning**
Tiamat targets up to three creatures with her lightning breath; the first target must be within 20 squares of Tiamat, the second target within 10 squares of the first, and the third target within 10 squares of the second; +39 vs. Reflex; 4d10 + 12 lightning damage, and one of the target's acid, cold, fire, lightning, or poison resistance is negated (Tiamat's choice; save ends). This attack does not provoke opportunity attacks.

Green Dragon Head Only

Dominating Gaze (standard; at-will) ✦ **Charm**
Ranged 20; +38 vs. Will; the target is dominated (save ends).

Breath Weapon (standard; encounter) ✦ **Poison**
Close blast 5; +38 vs. Fortitude; 3d12 + 12 poison damage, and the target takes ongoing 20 poison damage and is slowed (save ends both). *Aftereffect:* The target is slowed (save ends).

Red Dragon Head Only

Bite (standard; at-will) ✦ **Fire**
Reach 3; +40 vs. AC; 8d8 + 12 fire damage, and the target loses 1d4 healing surges.

Breath Weapon (standard; encounter) ✦ **Fire**
Close blast 5; +38 vs. Reflex; 5d12 + 12 fire damage. *Miss:* Half damage.

White Dragon Head Only

Bite (standard; at-will) ✦ **Cold**
Reach 3; +38 vs. AC; 6d12 + 12 cold damage.

Breath Weapon (standard; encounter) ✦ **Cold**
Close blast 5; +38 vs. Reflex; 9d6 + 12 cold damage, and the target takes a -2 penalty to attack rolls until the end of this head's next turn.

are numerous. She can change her tactics even in the middle of a round. However, she is likely to take certain actions if facing a credible threat.

At the beginning of combat, Tiamat takes to the air if not already flying and uses *frightful majesty*. She then spends an action point to use her black head's *breath weapon*. On each of her turns, she uses one or two *breath weapons*, trying to exhaust all of them so she can unleash her *chromatic breath* in the following round. Tiamat is wily enough to retain at least 2 action points in case she needs to retreat in the face of a force strong enough to overwhelm a god.

When her *chromatic breath* becomes active, she uses it whenever it recharges, relying on her various melee attacks in the meantime (landing if necessary to move into reach). Opponents who remain too long in her aura are not only subject to a barrage of damage, but also special effects from the various heads' attacks. Tiamat also likes turning one or more foes against each other with her *tail sting*.

VINCENT DUTRAIT

Aspect of Tiamat

Tiamat is able to form aspects of herself from her own unhatched eggs and a bounty of souls captured in her maggot pit. Tiamat doesn't like to sacrifice her eggs, which are few and precious; thus, such manifestations of the god are rare.

Destroying Tiamat

Only by meeting specific conditions can the characters hope to kill Tiamat. The following are sample quests.

Appeal to Avarice: An ancient treasure was lost in the Astral Sea while being transported in a githyanki ship. If the PCs can locate this cache of immaculate gems and rare metals, they can use Tiamat's greed to draw her out of her domain. They must trick her into entering a domain under the control of Bahamut, where she can be slain, or at least her discorporated essence can be trapped.

Draconic Weapons: The PCs must kill five ancient dragons, each of a different chromatic variety, then craft magic items from their bones or scales. Only if they are wearing or using these items can they destroy Tiamat. At least one of the ancient dragons killed for this purpose must be a past or present consort of Tiamat.

Gather Tiamat's Eggs: One hoary old tome printed on basalt pages and bound in purple dragon scales describes a ritual called Fashioning Tiamat's True Death. This ritual's intricate recipe includes procuring at least one of Tiamat's eggs, in which a newly forged weapon must be quenched. Multiple weapons require multiple eggs. If the weapon is used against Tiamat and draws blood at least once, the god's essence is destroyed, not discorporated.

Aspect of Tiamat **Level 17 Solo Brute**
Huge immortal magical beast (dragon) XP 8,000

Initiative +11 **Senses** Perception +16; darkvision
HP 1,030; **Bloodied** 506; see also *bloodied breath*
AC 33; **Fortitude** 36, **Reflex** 31, **Will** 31
Resist 15 acid, 15 cold, 15 fire, 15 lightning, 15 poison
Saving Throws +5; whenever an attack applies a effect to an aspect of Tiamat that a save can end, it immediately makes a saving throw. The aspect of Tiamat makes saving throws at the end of each of its turns as normal.
Speed 10, fly 10 (hover), teleport 3
Action Points 2

⊕ **Bite** (standard; at-will) ✦ **Acid, Cold, Fire, Lightning, Poison**
Reach 3; +22 vs. AC; 2d8 + 8 acid, cold, fire, lightning, and poison damage.

Tail Sting (standard; encounter) ✦ **Charm**
Reach 4; +22 vs. AC; 2d12 + 8 damage, and the aspect of Tiamat makes a secondary attack against the same target. *Secondary Attack:* +20 vs. Will; the target is dominated (save ends).

Tiamat's Fury (standard; at-will) ✦ **Acid, Cold, Fire, Lightning, Poison**
The aspect of Tiamat makes five bite attacks. It cannot attack a single target more than twice per round.

Chromatic Breath (standard; recharge ⚅) ✦ **Acid, Cold, Fire, Lightning, Poison**
Close blast 5; +20 vs. Reflex; 4d20 + 12 acid, cold, fire, lightning, and poison damage, and the target is slowed and weakened (save ends both).

Bloodied Breath (free, when first bloodied; encounter) ✦ **Acid, Cold, Fire, Lightning, Poison**
The aspect of Tiamat's *chromatic breath* recharges, and the dragon uses it immediately.

Frightful Majesty (minor; encounter) ✦ **Fear**
Close burst 10; targets enemies; +20 vs. Will; the target is stunned until the end of Tiamat's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil	**Languages** Supernal	
Skills Arcana +15, Bluff +15, Diplomacy +15, History +15, Insight +16, Religion +15		
Str 22 (+14)	**Dex** 16 (+11)	**Wis** 17 (+11)
Con 26 (+16)	**Int** 14 (+10)	**Cha** 14 (+10)

Tactics

Tiamat's aspect is a brutish reflection of her powers. It is still intelligent, though, and makes the most of its tactical options. It starts with a blast of *chromatic breath* and spends an action point to follow up with *Tiamat's fury*. If enemies are still a threat, it uses *frightful majesty* to lock them down and then lashes at them again, teleporting around the battlefield for maximum advantage. A troublesome defender is a typical target for its *tail sting*. The aspect continues fighting until destroyed.

The Poison Fist

Despite Tiamat's preference for dragons and draconic servitors, many of her most potent and most favored operatives are other humanoids. Priests and cult leaders of every race exhort her followers in religious ceremonies, and a number of humans, elves, goblins, and kobolds act in her name.

Among the most infamous of these is a figure known far and wide only as "the Poison Fist." A human assassin named Madras Kalgore, he was once a young priest of Sehanine, who sacrificed his loyalty to that goddess in exchange for unholy powers offered to him by a dragon cleric of Tiamat. The dragon-queen's priests use Madras as an assassin or a spy—often alone, occasionally with others—in situations when they wish to keep the church's involvement secret.

In Eberron, Kalgore is perhaps the most potent assassin of the great cult known as the Talons of Tiamat, the largest cult of Tiamat in that setting.

The Maggot Pit

The Maggot Pit is a 1,000-foot-wide crater that can capture the souls of dying or dead creatures that would otherwise flash to the Shadowfell and from there, their final fate. Filled with ooze and writhing white worms, this mammoth chasm radiates a palpable sense of evil and corruption.

Abishais and other servitors of Tiamat send a constant stream of screaming, terrified prisoners over the edge of the pit, prodding them to a long fall that ends in drowning and being devoured by the maggots. Each captured soul is encased in the rancid excretions of the white worms, which coalesce into a gelatinous new shell called a lemure. Creating these obscene manifestations of souls held back from their true destiny is considered one of the foulest possible acts. Tiamat regards the Maggot Pit and the lemures it produces as another of her favorite treasures.

Madras Kalgore, The Poison Fist **Level 24 Elite Lurker**
Medium natural humanoid [human] XP 12,100

Initiative +25 **Senses** Perception +24
HP 350; **Bloodied** 175
AC 40; **Fortitude** 37, **Reflex** 39, **Will** 37
Resist poison 25
Saving Throws +2
Speed 6
Action Points 1

Venomous Blade (standard; at-will) ✦ **Poison, Weapon**
+25 vs. Fortitude; 1d6+8 damage plus 1d6 poison damage, and the target is slowed until the end of Kalgore's next turn.

Venomous Spittle (standard; at-will) ✦ **Poison**
Range 5/10; +27 vs. AC; 2d6+8 poison damage, and the target grants combat advantage to all foes until the end of Kalgore's next turn.

Serpentine Strike (immediate interrupt; at-will) ✦ **Poison, Weapon**
Once per round, when an adjacent foe either shifts or makes an attack that includes Madras as a target; +27 vs. AC; 2d6+8 damage plus 1d6 poison damage.

Well of Venom (standard; recharge ⚄ ⚅) ✦ **Poison, Weapon**
Targets only enemies who grant combat advantage; +25 vs. Fortitude; 2d6+8 damage, plus ongoing 15 poison damage (save ends). As long as a target is taking ongoing poison from this attack, the target deals 15 poison damage to all creatures adjacent to it at the start of its turn.

Unrelenting Toxin (standard; encounter) ✦ **Poison**
Ranged 10; targets one creature that has successfully saved to end any ongoing poison damage, dealt by Kalgore, during this encounter; target takes ongoing 10 poison damage (save ends).

Combat Advantage
Kalgore deals 15 extra poison damage when attacking with his venomous blade or venomous spittle against any target he has combat advantage against.

Alignment Evil	**Languages** Abyssal, Common, Draconic	
Skills Perception +24, Stealth +26		
Str 14 (+14)	**Dex** 28 (+21)	**Wis** 25 (+19)
Con 25 (+19)	**Int** 17 (+15)	**Cha** 21 (+17)

Equipment leather armor, 2 daggers

Poison Fist Tactics

Kalgore prefers to focus on a single foe, dropping one before moving on to the next. He makes every effort to gain combat advantage (through the use of his powers or through Stealth), and then strikes with his most potent attacks. He's not remotely ashamed to flee if combat turns against him, certain he can use what he has learned to gain victory next time.

Encounter Groups

Whenever possible, Tiamat sends the pledged dragonborn, abishais, and sellsword devils in her employ to deal with those who vex her, possibly even backed up by an aspect.

Level 30+ Encounter (XP 348,000)
- ✦ Tiamat (level 35 solo brute)
- ✦ 1 ancient red dragon (level 30 solo soldier, *MM* 83)
- ✦ 2 dragonborn champions (level 26 soldier, *MM* 87)

Zebukiel

In the final days of the wars between Arkhosia and Bael Turath, a traitorous dragon rang the death knell. This vile beast is known as the Gray Worm. Through his treachery, the dragons and dragonborn of Arkhosia perished alongside the infernal empire of the tieflings, bringing ruin to both mighty nations and closing the chapter on their glorious and villainous histories.

The Gray Worm is an ancient gray dragon of immense size, but he is a shadow of his former might. For his part in the fall of Arkhosia, he was beaten, torn, and brought to the brink of death by his kin. He carries the scars still, suffering terribly from their vicious blows. The thorns and spikes bristling his body are broken and splintered. The gray plates protecting his hide are pale, almost translucent, and some are missing where the flesh of old injuries knitted imperfectly. An eye is missing, and half his teeth have rotted away.

Zebukiel appears to be a dragon near the end of his days. But he is cursed, unable to die until he is brutally slain, as were his people at the hands of heartless tieflings and their infernal allies.

Zebukiel **Level 29 Solo Soldier**
Ancient gray dragon
Gargantuan natural magical beast (dragon) XP 75,000

Initiative +25; see also *uncanny instincts* **Senses** Perception +20; darkvision
Aura of Sorrow (Fear) aura 5; any enemy within the aura grants combat advantage to Zebukiel.
HP 1,345; **Bloodied** 672; see also *bloodied doom*
AC 47; **Fortitude** 44, **Reflex** 43, **Will** 42
Resist 15 acid
Saving Throws +5
Speed 11, fly 9, overland flight 16
Action Points 2

Claw (standard; at-will)
Reach 4; +36 vs. AC; 2d10 + 11 damage, and the target takes ongoing 10 damage and is immobilized (save ends both).

Tail Lash (standard; at-will)
Reach 4; +36 vs. AC; 1d10 + 11 damage, and ongoing 10 damage (save ends).

Lunging Fury (standard; at-will)
Zebukiel moves up to 10 squares and makes a claw attack against one target and a tail lash attack against another target at any points during its move.

Warding Tail (immediate reaction, when an enemy misses Zebukiel with a melee attack; at-will)
Zebukiel makes a tail lash attack against the triggering enemy.

Bloodied Doom (free, when first bloodied; encounter) ✦ **Psychic**
Close burst 10; targets immobilized or petrified enemies; 4d10 + 10 psychic damage.

Breath Weapon (standard; recharge ⚄ ⚅) ✦ **Acid**
Close blast 5; +34 vs. Fortitude; 3d10 + 9 acid damage, and the target is pushed 2 squares, and the target takes ongoing 10 acid damage and is immobilized (save ends both).

Frightful Presence (standard; encounter) ✦ **Fear**
Close burst 5; targets enemies; +34 vs. Will; the target is stunned until the end of Zebukiel's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Infectious Petrification (immediate reaction, when a creature within 20 squares fails a saving throw against being petrified; at-will)
Area burst 5 within 20, centered on the triggering creature; +34 vs. Fortitude; the target is petrified (save ends). Zebukiel is immune to this attack, and using this power does not provoke opportunity attacks. *Aftereffect:* The target is immobilized (save ends). A creature that fails a saving throw against this immobilized condition becomes petrified again as if hit by the *infectious petrification* power, including this aftereffect.

Stone's Embrace (standard; recharge ⚅)
Close burst 5; targets immobilized enemies; +34 vs. Fortitude; the target is petrified (save ends). *Aftereffect:* The target is immobilized (save ends). A creature that fails a saving throw against this immobilized condition becomes petrified again as if hit by the *stone's embrace* power, including this aftereffect.

Combat Advantage
Zebukiel deals 1d10 extra damage against any target he has combat advantage against.

Uncanny Instincts
Zebukiel rolls twice for initiative and takes the better result.

Alignment Chaotic evil **Languages** Common, Draconic
Skills History +24, Intimidate +26
Str 32 (+25) **Dex** 28 (+23) **Wis** 12 (+15)
Con 29 (+23) **Int** 21 (+19) **Cha** 25 (+21)

Zebukiel Lore

A character knows this information with a successful Arcana or History check.

DC 15: Shunned and despised by all dragonkind, Zebukiel has spent his wretched life on the wing, avoiding those who might remember his name and fleeing the justice he so richly deserves. Cursed never to die from accident or age, he knows that the only death that awaits him is through combat. Ever the craven, he does not want to face such an end.

DC 20: Before his fall, Zebukiel was a prominent leader in the aristocracy of Io'vanthor, the lost city of the dragonborn. He was charismatic and influential, cherishing his high position in Arkhosia. He believed he could do no wrong in the eyes of his people.

Everything changed when the darkness of Bael Turath became too great to ignore. Arkhosia had been hostile toward the tiefling empire for years, with many nobles pushing to wipe out Bael Turath. As word of tiefling atrocities and hideous obeisance to Asmodeus reached them, the dragonborn clamored to finally purge the world of their stain. Both dragonborn and dragons feared that if they waited, they would fight a war against the tieflings on their own lands.

DC 25: After a few skirmishes, total war broke out. The lands shook from the marching feet of

dragonborn, and the wings of soaring dragons blotted out the sun. The numbers of dead were appalling, and every effort at achieving peace only laid the foundation for the next battle. Both lands seemed doomed to perish.

Fearing the end of his empire, Zebukiel did the unthinkable—he betrayed his kind. The fang dragon treated with the tiefling leaders, who claimed to want peace as badly as he did. The tieflings swore they would lay down their weapons and draw up a lasting peace if the Arkhosian "aggressors" were stopped.

DC 30: Zebukiel knew he could not reason with his peers, whom for decades he had tried to turn from their self-destructive path. So, under cover of darkness, he systematically murdered the Arkhosian leaders, dragon and dragonborn alike. Although he justified each death as being necessary for peace, he slid deeper into madness as the casualties mounted and the war continued to rage. Concealing his awful deeds grew ever more difficult—too much blood stained his claws.

DC 35: When Zebukiel failed to kill a powerful adamantine dragon that was injured fighting a pit fiend, his victim escaped and revealed his betrayal. Before the Arkhosians could deal with the traitor, the bulk of their armies perished in the earthquake that swallowed Bael Turath and brought an end to both nations. The death of his land gave Zebukiel the chance he needed to escape, but not before an exarch of Bahamut nearly killed him and laid the curse upon him as he flew away.

Tactics

Zebukiel plays the part of an old and wounded dragon, projecting an *aura of sorrow* that leads his victims to believe him an imposing but harmless beast. He lures them close by shrinking back, then discards the ruse and attacks ferociously. He fights out of terror that his next foe will be the one to end his curse and visit unspeakable agony upon him.

Zebukiel's favorite tactic is to raise his spiked tail and snap his wings back to propel himself forward with a sudden lunge. The added speed lets him drive the tines of his tail spikes through an opponent. Then he savages that foe while other threats are neutralized by his petrifying attacks.

Zebukiel is not as quick to use his *breath weapon* as are other dragons. He waits until his foes have battered him almost to the point of being bloodied, hoping to exploit the psychic feedback triggered by his *bloodied doom*.

Encounter Groups

Zebukiel is a loner by necessity. He shuns all others, especially dragons and dragonborn. He rarely stays in one place for long.

Lairs of the Gray Worm

Zebukiel travels to the world's farthest corners, always staying one-step ahead of his enemies, real or imagined. Though he's always moving, always flying from haven to haven, he does keep a few strongholds and settles into these old lairs from time to time, but never in the same order. Having regular haunts is dangerous, but Zebukiel uses them to store his treasures, baubles recovered from Arkhosian ruins and from creature's he has slain, since he cannot carry them with him. So he tucks them away in dark tunnels, sunken chambers, or vaults beneath ancient structures long reclaimed by the wilderness.

Even though he selects out-of-the-way locations for these "safe houses," Zebukiel is wise enough to keep them under guard. Constructs form the bulk of his servants, since their loyalty can't be compromised, but he has also arranged protection with a few other groups. Beneath an old mountain, a grimlock tribe worships the dragon as a god after he helped fight back grells bent on enslaving the Underdark dwellers. A group of savage kobolds protects an old temple deep in a jungle, using poisoned darts, traps, and fearsome creatures to secure the dragon's lair. The gray dragon has even gained the service of a tiefling necromancer. In exchange for allowing the dark mage to use the relics for his own research, Zebukiel can rely on an army of undead to keep him safe while he rests between journeys.

Each alliance is dangerous since any can betray him, just as he did his own kind. So, the dragon rarely maintains these relationships for long, letting them persist for a couple of years until he turns against his servants, wiping them out root and branch before forging some new alliance somewhere else.

SAM WOOD

Templates

As described in the *Dungeon Master's Guide*, you can add a functional template to a monster to adapt it to a given purpose. The following new templates allows you to create interesting and unique foes that capture the essence of dragonkind.

Draconic Creature

Dragons have always been a source of fascination for mortals. Many come to revere dragons as more than beings of rapacious hunger and cruelty that embody devastation. Such people believe that they can harness the power of dragons to breed new, superior creatures that fuse their own abilities with those of dragonkind.

Dragonspawn are the best-known result of such misguided efforts, beings created by Tiamat and other powers to harness the power of true dragons in pliable servants. A great many creatures, though, claim ancestry from one variety of dragon or another. Such creatures are freaks and outcasts, despised for their malformed appearance and violent behavior.

"Draconic" is a template that can be added to any natural beast or humanoid. This template works best with brutes and soldiers. If you are modifying a nonplayer character, the fighter, warlord, and brawny rogue classes are best suited to the template. The draconic template typically reflects a creature in service to or allied with dragons, or one that has been shaped by them. Draconic creatures might also be descendants of those that once worked alongside dragons.

The draconic template is an excellent way to create classic dragon hybrids, whether loyal servants or hideous mutants. Adding it to a horse produces a dragonne; adding it to a centaur gives you a dracotaur.

Prerequisite: Natural beast or humanoid

Draconic Creature	**Elite Brute or Soldier**
Natural beast or humanoid	XP Elite

Hit Points +10 per level + Constitution score (brute) or +8 per level + Constitution score (soldier)
Resist 5 at 1st level against the type of damage dealt by the draconic creature's *breath weapon*, 10 at 11th level, 15 at 21st level
Saving Throws +2
Speed The draconic creature gains a fly (clumsy) speed equal to one-half its land speed. If it already has a fly speed, use the higher value and the better maneuverability.
Action Points 1
Powers
✧ **Breath Weapon** (standard; encounter) ✦ **Acid, Cold, Fire, Lightning,** or **Poison**
Close blast 4; level + 2 vs. Reflex; 2d8 + Constitution modifier damage of one of the following types: acid, cold, fire, lightning, or poison. The damage type does not change once it is chosen.

Dragonguard

These trusted servants are among the few creatures that can fight alongside a dragon and not be treated as fodder. A dragon has only one dragonguard, which might hold a leadership position in its forces or serve as an emissary to the outside world at the behest of its reclusive master.

A dragonguard retains this privilege only through total loyalty. It must have a dragon patron; if that patron dies or dismisses it, the dragonguard loses the benefit of the template. (It might be able to regain them if it finds another dragon patron.)

"Dragonguard" is a template that can be added to any creature to represent a loyal servant that fights alongside a dragon without getting in its way. If you are modifying a nonplayer character, this template works best with the fighter class.

Dragonguard	**Elite Soldier**
	XP Elite

Defenses +2 AC; +2 Fortitude; +2 Reflex; +2 Will
Hit Points +8 per level + Constitution score
Resist 10 + level against the type of damage dealt by the dragon patron's *breath weapon*
Saving Throws +2
Action Points 1
Powers
↯ **Dragonguard's Protection** (immediate interrupt, when an enemy adjacent to the dragonguard attacks its dragon patron; at-will)
The dragonguard makes a basic attack against the triggering enemy.

JOEL THOMAS

Alternative Powers

The powers possessed by dragons described in this book and in the *Monster Manual* are typical of chromatic dragons, but they are but a sampling of those available. This section presents alternative dragon powers that you can substitute for others to make new and interesting dragon opponents.

Black Dragon Powers

As creatures of fens and bogs, black dragons reflect the pervasive decay found in such forlorn places. The following alternative powers reflect black dragons' chosen environments and demonstrate talents to let them to take advantage of the native flora and fauna.

Animate Plants

This power is designed to be used by an ancient black dragon instead of *vitriolic spray*.

Animate Plants (standard; recharge ⚄ ⚅) ✦ **Zone**
Close burst 5; level + 2 vs. Reflex; 1d10 + one-half level damage, and the target is restrained (save ends). The burst creates a zone of entangling plants that remains in place as long as the dragon's space is entirely within the zone. All creatures other than the dragon treat the area within the zone as difficult terrain.

Stinging Vermin

This power works best for an elder or ancient black dragon. It replaces *vitriolic spray*.

Stinging Vermin aura 5; any creature that starts its turn within the aura takes 10 damage and is blinded and slowed until the start of its next turn.

Blue Dragon Powers

Blue dragons love violent storms, and they make their lairs in sea caves, remote islands, and other places exposed to stormy weather. These alternative powers reflect their control of thunder and lightning.

Mirage

An elder or ancient blue dragon can have this power in place of *thunderclap*.

Mirage (standard; recharge ⚅) ✦ **Illusion, Psychic**
Burst 3 within 20; level + 4 vs. Will; psychic damage equal to that from that dragon's *thunderclap*, and the target is blinded (save ends).

Thunderbolt

Any blue dragon can use this power instead of *lightning burst*.

Thunderbolt (standard; recharge ⚄ ⚅) ✦ **Thunder**
Area burst 2 within 10; level + 4 vs. Fortitude; thunder damage equal to that from the dragon's *lightning burst*, and the target is deafened (save ends). This power does not deal half damage on a miss.

Brown Dragon Powers

In the cruel desert environment, burrowing offers brown dragons relief from the sun. A few brown dragons lose the ability to fly, instead spending all their time beneath the ground.

Rising Bite

Any brown dragon can have this power in place of its fly speed.

Rising Bite (standard; recharge ⚄ ⚅)
The brown dragon moves up to its burrow speed just below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures' spaces. As it burrows beneath the space of a creature on the ground, the dragon makes a bite attack against the creature.

Sinkhole

This power, for an ancient brown dragon, replaces *sand cloud*.

Sinkhole (standard; recharge ⚄ ⚅) ✦ **Zone**
Area burst 5 within 20; level + 3 vs. Reflex; 3d10 + Constitution modifier damage, and the target is restrained (save ends). The burst creates a zone of collapsing sand that remains in place until the end of the encounter. All creatures other than the dragon treat the area within the zone as difficult terrain.

Strike from Below

Instead of *quicksand vortex*, an elder or ancient brown dragon can use this power.

Strike from Below (standard; encounter)
The brown dragon moves up to half its burrow speed just below the surface of the ground, makes two claw attacks, and then moves up to half its burrow speed again. This movement does not provoke opportunity attacks.

Gray Dragon Powers

Some gray dragons have acid running through their veins, allowing them to deliver a caustic bite or retaliate with an acidic spray against foes who harm them. Others increase their horrifying aspect to make enemies hesitate in battle.

Acid Spray

Any gray dragon can swap *warding tail* for this power.

Acid Spray (immediate reaction, when en enemy damages the dragon; at-will) ✦ **Acid**
Close blast 3; level + 5 vs. Fortitude; the target takes ongoing 5 acid damage (save ends). The ongoing damage increases to 10 at 11th level and to 15 at 21st level.

Caustic Bite
In place of its *breath weapon*, any gray dragon can use this power.

Caustic Bite (standard; recharge ⚄ ⁞⁞) ✦ **Acid**
Level + 6 vs. AC; 2d6 + Strength modifier damage, and the target is weakened and takes ongoing acid damage equal to one-half the dragon's level (save ends both). The damage increases to 2d10 + Strength modifier at 11th level, and to 4d8 + Strength modifier at 21st level.

Frightful Roar
Any gray dragon can have this power. It replaces *frightful presence*.

Frightful Roar (minor; encounter) ✦ **Fear**
Close blast 10; level + 5 vs. Will; the target takes a -5 penalty to attack rolls against the dragon until the end of the dragon's next turn.

Green Dragon Powers
Green dragons dictate the tenor of combat through clever manipulation and outright domination. They are accomplished liars, using honeyed words to erode the mind and unravel their victims' resolve.

Dominate Mortal
This power, designed for an ancient green dragon, replaces *mind poison*.

Dominate Mortal (standard; recharge ⚄ ⁞⁞) ✦ **Charm, Psychic**
Ranged 10; level + 3 vs. Will; 1d8 + Charisma modifier psychic damage, and the target is dominated and takes ongoing 5 psychic damage (save ends both). The dragon can dominate only one creature at a time.

Dread Whispers
Any green dragon can give up *luring glare* in exchange for this power.

Dread Whispers (standard; at-will) ✦ **Charm**
Ranged 10; level + 3 vs. Will; the target is weakened (save ends).

Purple Dragon Powers
Some purple dragons develop their mental powers to the exclusion of more typical attacks.

Maddening Presence
Instead of *frightful presence*, any purple dragon can have this power.

Maddening Presence (standard; encounter) ✦ **Charm**
Area burst 5 within 10; targets enemies; level + 4 vs. Will; the target does nothing on its turn except attack the nearest creature (enemy or ally), moving if necessary (save ends). The target makes only basic attacks while under this effect. If more than one creature is nearest, determine the target randomly.

Mind Hammer
By giving up its bite attack, any purple dragon can gain this power.

Mind Hammer (standard; at-will) ✦ **Fear**
Close blast 5; level + 4 vs. Will; the target is pushed 3 squares and dazed (save ends).

Wrathful Feedback
This power is intended for an elder or ancient purple dragon, It replaces *phasing strike*.

Wrathful Feedback (immediate reaction, when an enemy damages the dragon with an attack; at-will) ✦ **Psychic**
Close blast 5; level + 4 vs. Fortitude; the target is pushed 2 squares and knocked prone, and takes ongoing 10 psychic damage (save ends).

Red Dragon Powers
Red dragons are magnificent creatures of incredible power and ferocity, the undisputed masters of dragonkind. These alternative powers reinforce their arrogance and might.

Shock Wave
An adult or older red dragon can have this power in place of its *tail strike*.

Shock Wave (minor; recharge ⚄ ⁞⁞)
Close burst 5; level + 4 vs. Fortitude; the target is pushed 5 squares, is knocked prone, and is dazed (save ends). *Aftereffect:* The target is slowed (save ends).

Snatch
As with *shock wave*, this power takes the place of *tail strike* for an adult or older red dragon.

Snatch (immediate interrupt, when an enemy moves into a square adjacent to the dragon; at-will)
The dragon attacks the triggering enemy; level + 5 vs. Reflex; the target takes damage equal to that from the dragon's claw attack and is grabbed (until escape). *First Failed Escape Attempt:* The dragon automatically hits the target with its bite attack.

Terrifying Presence
Any red dragon can gain this power. It replaces *frightful presence*.

Terrifying Presence (standard; encounter) ✦ **Fear**
Close burst 10; targets enemies; level + 5 vs. Will; the target moves its speed away from the red dragon by the safest route possible and is weakened until the end of its next turn.

White Dragon Powers

Brutish creatures acclimated to the cold, white dragons have a well-deserved reputation for being crude but dangerous. They sometimes hone their abilities to better exploit their advantages.

Battering Wings

An adult or older white dragon can have this power instead of *dragon's fury*.

Battering Wings (standard; recharge ⚅ ⚄ ⚃)
The dragon makes two attacks; level + 3 vs. AC; 2d6 + Strength modifier damage. If one attack hits, the target is pushed a number of squares equal to the dragon's reach; if both hit, it is pushed twice that distance instead. The damage increases to 3d6 + Strength modifier at 11th level, and to and 4d6 + Strength modifier at 21st level.

Glacial Armor

Any white dragon can exchange *frightful presence* for this power.

Glacial Armor (minor; encounter) ✦ **Cold**
The dragon gains 3 temporary hit points per level and a +2 bonus to AC but also gains vulnerable 10 fire. These effects last until the temporary hit points granted by this power are gone.

Bloodscaled Fury

Some dragons enter a fierce state of battle frenzy when cornered. Legend holds that these dragons have a touch of demonic blood, owing to a bizarre alliance between Bahamut and an ancient enemy of Tiamat. Tiamat's faithful hunt these dragons with fanatical abandon.

Bloodscaled furies are more likely to engage in mindless, wanton destruction than other dragons. They are usually chaotic evil.

Bloodscaled Frenzy

Any dragon can become a bloodscaled fury and gain this power by giving up *bloodied breath*.

Bloodscaled Frenzy (only while bloodied)
The dragon gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter. Its damage resistance, if any, increases by 5, and it gains one use of resist 10 variable (*MM* 282). If the dragon is reduced to 0 hit points, it can make a melee basic attack before being destroyed.

Consort of Tiamat

Dragons are rarely perceived as religious, but a few cultivate faith in and ironbound loyalty to Tiamat. Those who display sufficient devotion to the Dragon Queen and complete difficult tasks in her name receive this blessing.

Glory of Tiamat

Any dragon can become a consort of Tiamat and gain this power by giving up *bloodied breath*.

Tiamat can exercise her divine will to confer consort status even on beings who do not have a *bloodied breath* ability to give up. As far as lorekeepers know, she has done so only once.

Glory of Tiamat (standard, while bloodied; encounter)
Close burst 5; level + 4 vs. Will; the target is pushed 3 squares, knocked prone, and dazed (save ends).

Polychromatic Dragons

Sometimes chromatic dragons display abilities from two or more different draconic lines. A white dragon might have a tinge of fire in its breath, while a blue dragon might exude the poison normally expelled by a green. These so-called "polychromatic" wyrms are said to be particularly favored by Tiamat, since in a way they share her multicolored nature.

To represent these polychromatic dragons in your game, choose one of the bloodlines described below and apply its effects and benefits to a dragon that is not of the bloodline's color.

If you give a young or older dragon a bloodline that turns it into a polychromatic dragon, it is also entitled to gain the power associated with that bloodline in exchange for a power or ability it already had.

It's not possible for a dragon to have an alternative power from the previous section as well as a polychromatic power from this section if both powers require the replacement of the same power or ability. For instance, a white dragon that has exchanged *frightful presence* for *glacial armor* can also gain the red bloodline. But it cannot also take the *inferno wave* power, since that power also replaces *frightful presence*.

Black Bloodline

The black bloodline gives a dragon a swim speed equal to its fly speed. The dragon's *breath weapon* also deals acid damage in addition to its normal damage type.

A dragon that has the black bloodline can gain *cloak of darkness* in exchange for *frightful presence*.

Cloak of Darkness (minor; encounter)
Close burst 3; this power creates an area of darkness that remains in place until the end of the dragon's next turn. The area blocks line of sight for all creatures except the dragon.

Blue Bloodline

A dragon of the blue bloodline gains resist 5 lightning. This resistance increases to 10 at 11th level and to 15 at 21st level. The dragon's *breath weapon* also deals lightning damage in addition to its normal damage.

In place of *frightful presence*, the dragon can use the *lightning burst* power.

Lightning Burst (standard; encounter) ✦ **Lightning**
Close burst 3; level + 4 vs. Reflex; 1d10 + one-half level damage, and the target is dazed (save ends).

Brown Bloodline

The brown bloodline provides a dragon with resist 5 fire. This resistance increases to 10 at 11th level and to 15 at 21st level. The dragon's *breath weapon* also deals fire damage in addition to its normal damage.

A dragon of the brown bloodline can exchange its fly speed for a burrow speed, as described below.

Speed The dragon gains a burrow speed equal to one-half its land speed.

Gray Bloodline

A dragon that has the gray bloodline gains resist 5 acid. This resistance increases to 10 at 11th level and to 15 at 21st level. The dragon's *breath weapon* also deals acid damage in addition to its normal damage.

By giving up *frightful presence*, a dragon of the gray bloodline can gain the *cruel cuts* power.

Cruel Cuts (minor; encounter)
Until the end of the dragon's next turn, its melee attacks also deal ongoing 5 damage (save ends). The ongoing damage increases to 10 at 11th level, and to 15 at 21st level.

Green Bloodline

The green bloodline gives a dragon resist 5 poison. This resistance increases to 10 at 11th level and to 15 at 21st level. The dragon's *breath weapon* also deals poison damage in addition to its normal damage.

The green bloodline enables a dragon to have the *beckoning glare* power in place of *frightful presence*.

Beckoning Glare (minor 1/round; encounter) ✦ **Charm, Gaze**
Ranged 10; level + 4 vs. Will; the target is pulled 2 squares and grants combat advantage against all attacks until the end of the dragon's current turn.

Purple Bloodline

A dragon of the purple bloodline gains training in Stealth. The dragon's *breath weapon* also deals psychic damage in addition to its normal damage.

By replacing *frightful presence*, a dragon of the purple bloodline can have the *overwhelming gaze* power.

Overwhelming Gaze (standard; encounter) ✦ **Charm, Gaze**
Ranged 10; level + 4 vs. Will; the target is stunned until the end of the dragon's next turn.

Red Bloodline

The red bloodline provides a dragon with resist 5 fire. This resistance increases to 10 at 11th level and to 15 at 21st level. The dragon's *breath weapon* also deals fire damage in addition to its normal damage.

The *inferno wave* power is available to a dragon of the red bloodline in exchange for *frightful presence*.

Inferno Wave (standard; encounter) ✦ **Fire**
Close burst 3; level + 4 vs. Reflex; 1d10 + one-half level fire damage, and the target takes ongoing 5 fire damage (save ends). The ongoing damage increases to 10 at 11th level, and to 15 at 21st level.

White Bloodline

A dragon of the white bloodline gains resist 5 cold. This resistance increases to 10 at 11th level and to 15 at 21st level. The dragon's *breath weapon* also deals cold damage in addition to its normal damage.

In place of *frightful presence*, a dragon of the white bloodline can use the *blizzard* power.

Blizzard (standard; encounter) ✦ **Cold**
Close burst 3; level + 4 vs. Fortitude; 1d10 + one-half level cold damage, and the dragon gains concealment until the end of its next turn.

About the Designers

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